



The Bestiary of Equestria



A guide to the creatures of

**Tails
of
EQUESTRIA**



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Hello, my name is Parchy Mustment and if you are reading this, then you must share my two favorite things: strange wonderful creatures and the study of strange wonderful creatures. I have over my long life traveled across much of Equestria and encountered many beasts – from the great Dragons of the Dragonlands to the Griffons of Griffonstone – and I have learned something new from every single one of them.

Inside this tome you will find my gathered notes on the creatures of Equestria, their strengths and weaknesses, what makes them tick, and how to find them. I hope that you enjoy reading my book and that you will find the information useful on your own adventures.

Parchy Mustment





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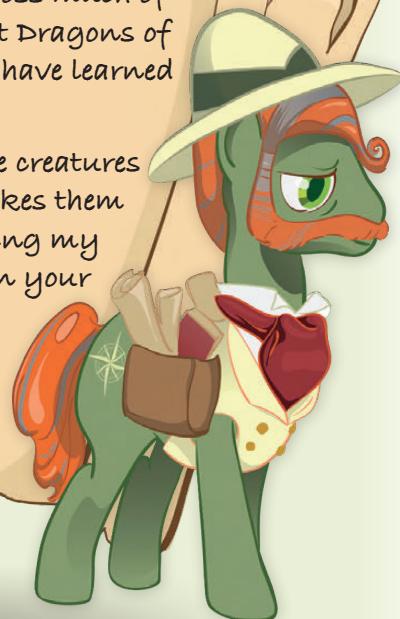
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Introduction

Hello and welcome to the bestiary for *Tails of Equestria*. *Tails of Equestria* is a storytelling game that focuses on allowing players to tell fantastic stories in the magical land of Equestria. Equestria is a brilliant setting for telling adventure stories in, from high intrigue in Canterlot to exploring the forbidden jungles of the south – but every adventure needs characters, and this book is here to help you out whether you are a player or a GM. In this bestiary, there are dozens of new creatures from all over Equestria, and even some from beneath and above it! Some of these creatures are beastly, some are unique characters, and some are races that players may want to play as instead of the original three pony races.

Creatures of Equestria

In this section you will find a great many beasts and creatures from around Equestria, from the adorable to the terrifying. This will help when creating your own adventures, adding a huge amount of variety to the types of encounters your players will face.

You will also find the statistics for many beloved pony characters from the TV series *My Little Pony: Friendship is Magic* that we have put into the *Tails of Equestria* system for you to use in your games. Now you will be able to pit Big Mac against Bulk Biceps in a hoofwrestle to see who is stronger!

New Talents and Quirks

Of course, a lot of these creatures have new powers and abilities that make them unique and often dangerous. In this section the rules regarding these new talents are explained, as are some new quirks for certain races. Many of these new talents can also be taken by pony characters, giving you cool new options when making or leveling up your character.

Creating your non-pony character

In the final section we would like to introduce you to six new playable races, from the sturdy Buffalo to the reformed Changelings. These new races bring new talents and quirks to your team, allowing you to adventure across Equestria with a different perspective!

This section also details the rules for creating higher level PCs to use in games already underway or for high power adventures!





Chapter 1

Creatures of Equestria







Agari

Body: D6

Mind: D8

Charm: D8

Stamina: 14

Talents: Healing Touch (D6), Creative Flair: Gardening (D8)

Quirks: Slow Moving, Weakness: Acid (D4)

The Agari are moving, sentient fungi. No two Agari look the same; their appearances can be quite diverse in color, shape, and size, though most have two arms and legs. They are the caretakers of the Agaricus Forest in which their home city Agarica is nestled.

The Agari are a gentle, spiritual race. They have a deep connection with the nature of the Agaricus Forest, and in particular revere the great Sporedust Butterfly who helps to protect it.





Ahuizotl

Unique

Body: D12 **Mind:** D10 **Charm:** D10 **Stamina:** 22

Talents: Special Skill: Climbing (D8), Special Skill: Stealing (D10), Keen Knowledge: History (D8), Speak With Animals: Cats (D4)

Quirks: Greedy, Likes to monologue

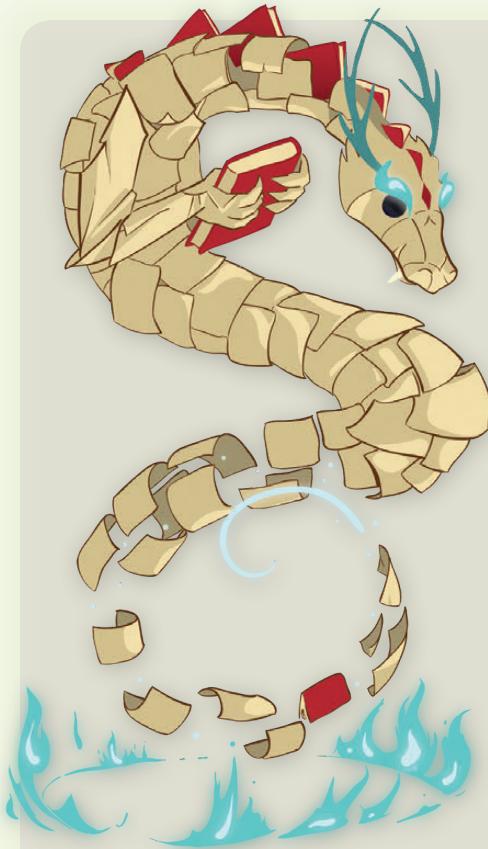
Wherever there is ancient magic to be exploited, Ahuizotl is there.

Wherever there are forbidden rituals to be performed, Ahuizotl is there.

Wherever there are sunken temples, deadly ruins, dusty tombs, and the possibility to destroy Equestria, Ahuizotl is there!

Unfortunately for Ahuizotl, Daring Do (page 78) is usually there first and is always ready to stop him! No matter the traps he may set or the plans he may put into motion, Daring Do will always stop him before he manages to do too much damage, though she does sometimes need help from some pony friends!





Bookwyrm

Body: D12

Mind: D6

Charm: D4

Stamina: 18

Talents: Thick Hide (D6), Magic Resistance (D4), Fire Breath (D8), Talons (D6)

Quirks: Phylactery, Commanded, Unliving

Phylactery. A Bookwyrm is always summoned from a Book or Scroll. If this point of origin is destroyed, the magic that supports the Bookwyrm is deactivated and the creature collapses into pieces.

Commanded. When the Bookwyrm is summoned, it is given a command word or phrase. While the Bookwyrm is active it will try single-mindedly to carry out this command. If a Bookwyrm is somehow summoned without a command it is likely to go on a rampage!

The Bookwyrm is not a natural beast, but instead the result of a ritual summoning. Practitioners of arcane magic or extremely knowledgeable scholars might attempt to summon this great creature in order to have it under their control.

A Bookwyrm takes the form of a huge Dragon, but its ridged spine is made up of book bindings and its wings of paper scrolls. Its eyes are piercing inky pools. They are summoned with one goal in mind, a command given by the summoner. Until it is banished or destroyed, it will stop at nothing to fulfill its summoner's command. If it succeeds the spell ends and the Bookwyrm ceases to exist.

Many an overconfident wizard has attempted to summon a Bookwyrm only to have their tower destroyed after losing control. Be warned!





Bugbear

Body: D20

Mind: D4

Charm: D8

Stamina: 24

Talents: Special Skill: Ferocious Fighter (D8), Fly (D8), Thick Hide (D6)

Quirks: Animal, Vicious, Always Angry

Bugbears are a dangerous hybrid of brutish strength and insectoid aspects. With a stinger the size of a filly and an anger that lies in the heart of all hornets, the Bugbear lashes out at any and all creatures it can find. Most Bugbears are happy to stay within bugbear territory to the northeast of Equestria, but every so often one will get lost or come searching for exotic prey across the waves and cause a ruckus in more peaceful lands.



Breezy

Body: -

Mind: D4

Charm: D8

Stamina: 4

Talents: Fly (D4), Teeny Tiny (D6)

Quirks: Weak Wings, Fear (Outside), Weak

Special: Teeny Tiny – new talent (see page 106).

Breezies are curious, fairy-like creatures that serve a very important purpose in Equestria, sharing pollen that they collect with trees and flowers far across the land. Breezies rely on light breezes to travel these great distances. Their journeys are perilous, for they are very small and very weak fliers; anything but the lightest of winds can stop them from being able to fly. They always try to make their journeys in large groups, as they can better protect themselves against the dangers of Equestria.

Strong winds disrupt not only their flight but also their magic. The magic of the Breezies protects their pollen and without it, their sacred task would be impossible.

Once their duty is complete, Breezies return to their magical realm through portals, a place of safety and beauty where all Breezies are safe from the many dangers for creatures of their size.





Seabreeze

Unique

Body: -

Mind: D6

Charm: D6

Stamina: 6

Talents: Fly (D4), Teeny Tiny (D6)

Quirks: Weak Wings, Short Fuse

Special: Teeny Tiny – new talent (see page 106).

Strong willed and gruff, Seabreeze is tougher than his size would have you believe. Although Seabreeze thinks of other Breezies as weak and foolish (and lets them know it!), he has their best interests at heart, and is willing to go to great lengths to do what he thinks is right. Seabreeze is also one of the very few Breezies that understands the pony language.





Buffalo

Body: D12

Mind: D6

Charm: D6

Stamina: 18

Talents: Special Skill: Stampede (D8), Thick Hide (D4)

Quirks: Choose one, Proud

Special: Thick Hide – new talent (see page 106).

Players can make Buffalo characters on page 116.

"To see the finest
addresses you must go to
the plains they call home,
To see is a must, for on the proud
highway the buffalo roam."
~ Fur and clothing in Los Pegasus



Chief Thunderhooves

Unique

Body: D20

Mind: D8

Charm: D8

Stamina: 20

Talents: Special Skill: Stampede (D10), Thick Hide (D6).

Quirks: Proud, Short Fuse.

Special: Thick Hide – new talent (see page 106).

Chief Thunderhooves embodies the qualities of a great Buffalo chief: mighty, decisive, and respectful. He is always thinking of his herd with every action he takes, be it as simple as choosing the stampede order or as weighty as his decision to go to war.

Recently, Chief Thunderhooves has brokered new agreements with ponykind, forging new alliances. He has paved the way for an Equestria that is united not just by ponykind, but for all races. He would never have been able to look past his hatred, however, if it weren't for the littlest member of the Buffalo herd, Little Strongheart.





Little Strongheart

Unique

Body: D8

Mind: D8

Charm: D8

Stamina: 16

Talents: Special Skill: Stampede (D6), Special Skill: Acrobatics (D8), Thick Hide (D4)

Quirks: Clumsy

Special: Thick Hide – new talent (see page 106).

Little Strongheart may be *little* for a buffalo, but *she* is also brave and stalwart as her name suggests. Never wanting anyone to get hurt and always looking for the peaceful solution to any problem, she shows ponies the softer side of the buffalo herd, that of respect and history rather than strength and stampedes.

That is not to say that Little Strongheart backs down from a fight if there is no other way; she is more than willing and capable of standing up for herself and her herd in times of need!





Carcinus

Body: D20 **Mind:** D6 **Charm:** D4 **Stamina:** 26

Talents: Thick Hide (D10), Creative Flair: Intimidation (D6)

Quirks: Short Fuse, Animal

The Carcinus is a truly mighty beast, able to easily strike fear into the hearts of any creature standing in its path. It looks like an enormous crab, taller than a city building. Carcinus are rarely sighted on the surface, usually staying deep beneath the earth or sea. When thrown into a rage, they have been known to attack Equestrian cities; in recent history Monacolt and Canterlot have come under Carcinus attack.

Despite their quick temper they are actually quite gentle, understanding creatures. Occasionally they might need to be slowed down before they can be reasoned with, but talking to a Carcinus in a calming, respectful tone will usually get through to it.





Cerberus

Unique

Body: D12

Mind: D4

Charm: D8

Stamina: 16

Talents: Special Skill: Bite (D10), Multi-headed (D6),
Creative Flair: Growling (D8)

Quirks: Animal, Easily Distracted

Cerberus is the bulky guardian of Tartarus, a wretched land where the truly despicable are thrown so they can do no harm. It is a rare and exotic animal that looks like a large Orthros with one extra head, or a gigantic hound with two extra heads. Although Cerberus completes its task well, scaring off anypony that comes near, it can also be handled by those that understand its doggy loves such as sticks, balls, and chasing its own tail (the first to catch it wins!).



Changeling

Body: D4

Mind: D4

Charm: D4

Stamina: 8

Talents: Stout Heart (D4), Fly (D4), Telekinesis (D4), Morph (D6)

Quirks: Hungry For Love

Special: Morph – new talent (see page 103).

Changelings have the amazing ability to change shape, copying the form, mannerisms, and voices of any creature they encounter, and even disguising themselves as inanimate objects such as rocks. Though they have for the longest time been considered cruel beasts, even the Changelings can change with time.

Players can make Changeling characters on page 119.





Queen Chrysalis

Unique

Body: D10

Mind: D10

Charm: D10

Stamina: 20

Talents: Stout Heart (D10), Fly (D10), Telekinesis (D10), Morph (D12), Friendship Thief (D4)

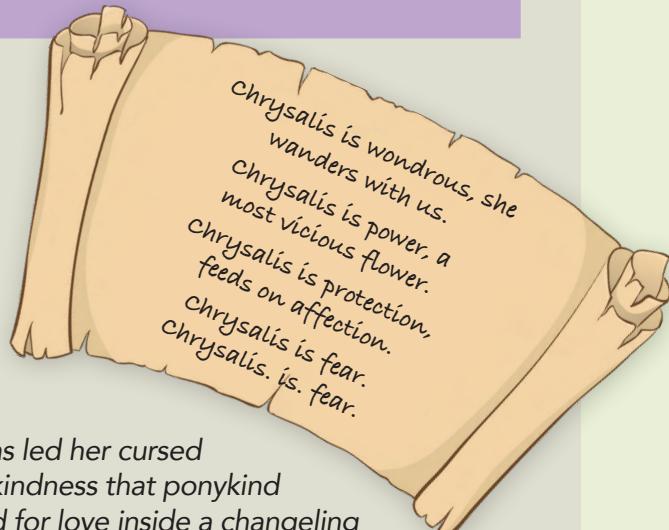
Quirks: Cruel

Special: Morph – new talent (see page 103).

Queen Chrysalis is the oldest and largest of the Changelings, born from an ancient carnivorous plant by

the foolish mistakes of a kind hearted wizard. A master of deception and with very little care for any creatures that are not Changelings, Queen Chrysalis has been a parasite upon Equestria for over a thousand years. In that time she has led her cursed Changelings from meal to meal, feeding upon the love and kindness that ponykind shares but never filling her stomach. This is because the need for love inside a changeling cannot be satisfied by stealing from others, but only by sharing love freely.

Queen Chrysalis does not believe this. Her life has been one of hardship and starvation, her battles have been for survival and she does not trust others enough to open herself up freely.





Chimera

Unique

Body: D10

Mind: D8

Charm: D6

Stamina: 18

Talents: Multi-headed (D6)

Quirks: Mean

Special: Multi-headed – new talent (see page 103).

In the darkest forests and the most treacherous mountains you will find the fearsome Chimera. With cat-like reflexes, snake venom, and an evil heart that lies in the soul of all goats, the Chimera has an ironically single minded purpose in life: to make somepony else miserable! It is one of the few bullies in Equestria that can egg itself on.

Although the heads of a chimera do not always agree with each other, they learn early on in life that they have to work together to get anything done, and it could be this reliance on each other that makes the chimera so mean to non-chimeras. No chimera head wants to look weak in front of the other heads because they think they would be bullied by its brothers or sisters. This often leads to each head trying to be the biggest and baddest, which only makes the other heads think they need to be even bigger and even badder!





Cockatrice

Body: D10

Mind: D6

Charm: D6

Stamina: 16

Talents: The Stare! (D10)

Quirks: Animal, Cranky

Special: On an amazing success, The Stare talent is not used to control ponies but instead will turn the target to stone! Cockatrice can choose to release a creature from stone whenever it wishes.

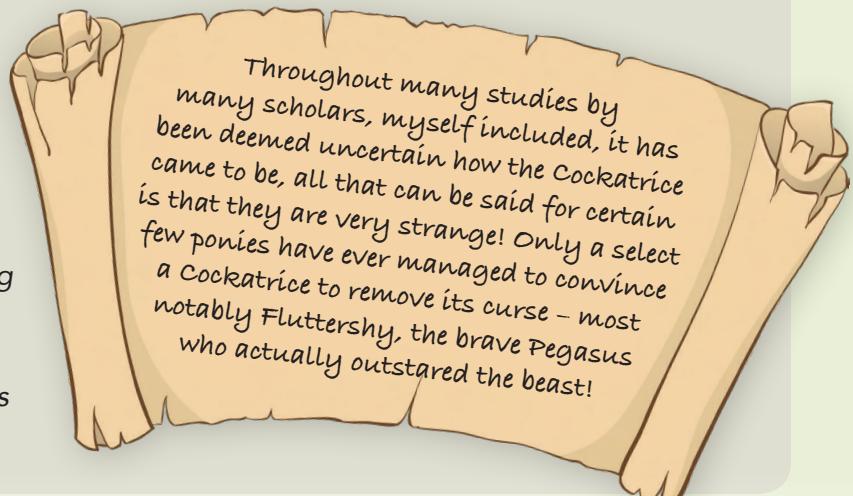
A Cockatrice is a small Dragon-like creature, easily distinguished by its chicken head. Although one should be thankful that it is not a Dragon, the Cockatrice should still be handled with extreme caution as its stare can turn even

the most stalwart of ponies to stone! The cures for being turned into a statue are few and far between; beyond finding a rare magical artifact or remedy, the surest way is to hunt down the offending Cockatrice and convince or force him or her to release the trapped pony.

It is unclear as to why the Cockatrice turns ponies to stone, though there are two main theories. The first is that it is simply a defense mechanism; the Cockatrice is not the largest or scariest creature, but being able to turn things larger than it into stone allows it to get away unharmed.

The second theory is my personal favorite, however, and it is that although the Cockatrice is a grouchy and cranky creature, it does want to have friends. The Cockatrice believes that a creature that stays with it must be its friend, so by turning ponies to stone it can convince itself that it has lots and lots of statue-y friends.

Either that, or it just doesn't like the noises ponies make!





Cragadile

Body: D20+D10 Mind: D4

Charm: D4

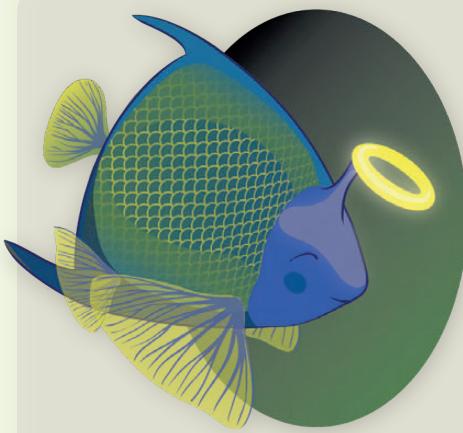
Stamina: 34

Talents: Special Skill: Biting (D12), Special Skill: Swimming (D10), Special Skill: Hiding (D10), Thick Hide (D6)

Quirks: Animal, Ravenous

The Cragadile is a gigantic beast covered in rocky scales that enjoys sleeping. It does not like being disturbed and usually attacks anything that wakes it up, whether or not they thought it was a rock!





Deepwell Angel Fish

Body: D6

Mind: D4

Charm: D4

Stamina: 10

Talents: Special Skill: Swimming (D10), Tremor Sense: Water (D6)

Quirks: Blind, Animal

The Deepwell Angel Fish is a blind cave fish found primarily in dark subterranean bodies of water. Since they are rarely found in the presence of bright lights, they have no need of eyes for seeing so have lost them over time. Despite this, they have keen pressure sensitivity, which helps them avoid the plethora of big, hungry

monsters in the Umber Depths. They are skilled swimmers and can even use their powerful wing-like fins to pull themselves across dry land, though they avoid it where possible.

If a pony were able to gain the trust of an Angel Fish, they might be able to hitch a lift through water with one. They are naturally nervous of other creatures but a skilled animal handler might be able to form a bond.





Diamond Dog

Body: D6

Mind: D6

Charm: D6

Stamina: 12

Talents: Burrow (D6), Special Skill: Tracking (D6)

Quirks: Greedy

Players can make Diamond Dog characters on page 117.

In my travels I have met many interesting Diamond Dogs. They can be fiercely loyal or treacherous curs, lovable and infuriating, but there is one thing that unites every one of them: an insatiable lust for gems!



Discord

MoSt UniqueSt

Body: **Sometimes**

Mind: **No Go Ahed!**

Charm: **D21**

Stamina: **Yes!**

Talents: Talents? This box here is far too small to contain all of my talents. I have more talent in my little claw than anypony else has in their entire beings!

Quirks: Too good at things, especially role-playing games

"You should see the looks on your faces. Priceless!"





Dragon (Adult)

Body: D12

Mind: D6

Charm: D6

Stamina: 18

Talents: Fly (D8), Fire Breath (D10), Thick Hide (D6)

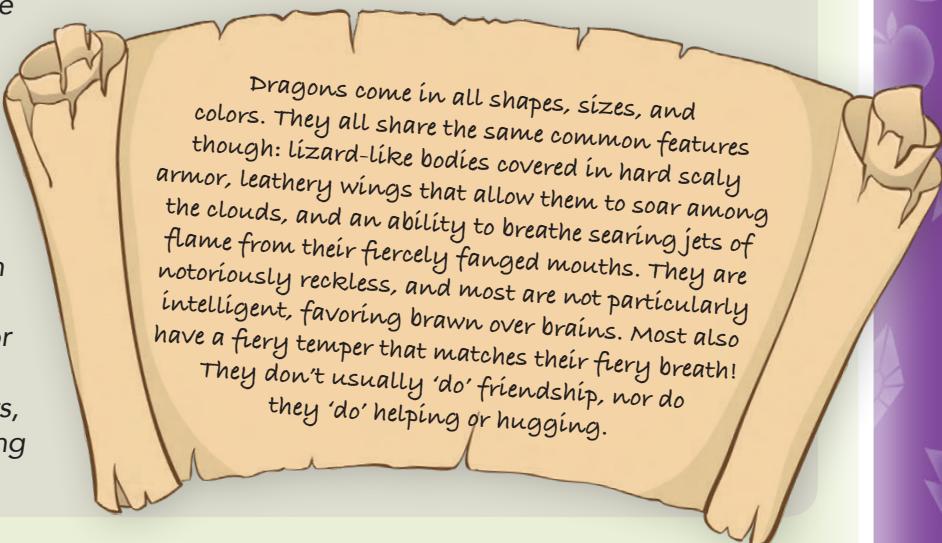
Quirks: Dragon Greed, Oooohhh... Shiny!

Special: Fire Breath – new talent (see page 101). Dragon Greed – new quirk (see page 109). Thick Hide – new talent (see page 106).

The Dragons live across the Celestial Sea, in the desolate, volcanic Dragon Lands, southeast of Equestria, though a few have settled in other lands, some in Equestria itself. They like to make their lairs in large caves, feeling comfortable when surrounded by hard rocks and boulders. They are ruled by a Dragon king or queen who can only reign for a certain amount of time. When it is his or her turn to step down, a new leader is chosen from among those competing in the legendary Gauntlet of Fire.

The Dragon who retrieves the Bloodstone Scepter from the heart of the dreaded flame-cave wins the right to be crowned Lord of the Dragons.

Their main weakness is their lust for shiny gemstones, which they gobble up like sweets, and they can often not control themselves when confronted with these precious rocks, devouring them in an attempt to sate their endless greed for these things. Some Dragons hoard gold and silver and other valuables in their lairs, piling them up to use as glittering bedding for their nests.





Dragon (Young)

Body: D6

Mind: D6

Charm: D6

Stamina: 12

Talents: Fly (D6), Fire Breath (D6)

Quirks: Dragon Greed, Oooohhh... Shiny!

Special: Fire Breath – new talent (see page 101). Dragon Greed – new quirk (see page 109).

Players can make Dragon characters on page 115.

Dragons are their most lovable when they are young. If only they could stay this way forever!





Princess (Dragonlord) Ember

Unique

Body: D8 Mind: D10 Charm: D10 Stamina: 18

Talents: Fly (D8), Fire Breath (D6), Creative Flair: Leadership (D6)

Quirks: Dragon Greed, Overconfident

Special: Fire Breath – new talent (see page 101). Dragon Greed – new quirk (see page 109).

The elegant daughter of Dragonlord Torch, Princess Ember is the apple of her father's eye. Torch is fiercely protective of her, and it's believed he'll eat anyone who even looks at her, if they are unworthy. Compared to her father, she is tiny, but she makes up for her size with her headstrong, confident nature. She is very clever and a capable leader which she has proved to Dragonkind when she took the title of Dragonlord. Under her wise rule a new bond now exists between the inhabitants of the Dragon Lands and Equestria.





Former Dragonlord Torch unique

Body: 4D20 **Mind:** D8 **Charm:** D10 **Stamina:** 88

Talents: Fly (D8), Fire Breath (D20), Creative Flair: Intimidation (D8)

Quirks: Dragon Greed, Oooohhh... Shiny!

Special: Fire Breath – new talent (see page 101). Dragon Greed – new quirk (see page 109).

Dragonlord Torch is a gigantic beast, the size of a small mountain. The gray scales of his torso are protected by a suit of black metal armor. His roaring voice makes the very ground tremble when he speaks. His ego is as big as his temper is fierce. When he was Lord of the Dragons, his Dragon minions were so frightened of him that they would do anything he said. He used to believe that size

and strength were required to be a great leader, but his daughter Ember, who replaced him as Dragonlord, taught him that being smart and having friends was just as important, if not more so! Since his retirement, he has become more relaxed, happier, and more fun to be around.



Spike

Unique

Body: D6

Mind: D6

Charm: D8

Stamina: 12

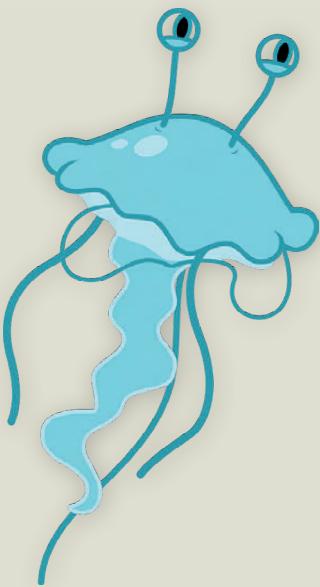
Talents: Message: Scroll (D10), Fire Breath (D4)

Quirks: Dragon Greed

Special: Fire Breath – new talent (see page 101). Dragon Greed – new quirk (see page 109).

"Yes! I'm going on a quest of self-discovery! I'm going to learn what it means to be a Dragon!"





Flumph

Body: D4

Mind: D8

Charm: D6

Stamina: 12

Talents: Message: Mental (D6), Shock (D6)

Quirks: Topsy-turvy

Flumphs are generally kind and friendly creatures, with surprising intelligence. They look like floating jellyfish with glowing tendrils, and have big googly eyes on the ends of two long eyestalks on top of their heads. They can speak to other intelligent creatures through telepathy. The Flumph's tendrils glow different colors based on his or her moods, normally a soft blue for contentment, though if you see one glowing red beware of the nasty shock it can inflict if the Flumph is scared or angry!

They passively feed off of nearby intelligent minds, and will easily make friends with clever ponies. A Flumph feeding off your mind doesn't hurt you in any way; in fact it's barely noticeable.

One unfortunate weakness a Flumph has is great difficulty righting itself if it topples over on its head.





Fruit Bat

Body: -

Mind: D4

Charm: D8

Stamina: 4

Talents: Fly (D6), Teeny Tiny (D4)

Quirks: Animal

Special: Teeny Tiny – new talent (see page 106).

Fruit Bats are harmless critters that like to play in the skies and display their vivid and varied colors. They are also very partial to any and all fruit, especially apples!



Fruit Bat (Vampire)

Body: -

Mind: D4

Charm: D8

Stamina: 4

Talents: Consume: Apples (D4), Fly (D6), Teeny Tiny (D4)

Quirks: Hungry For Apples!

Special: Teeny Tiny – new talent (see page 106), Consume – new talent (see page 99).

The Vampire Fruit Bat is the more menacing cousin of the Fruit Bat; where Fruit Bats love to eat apples, the Vampire Fruit Bat loves to eat entire orchards and a swarm can eat all the apples off a tree in the blink of an eye!





Griffon

Body: D6

Mind: D6

Charm: D6

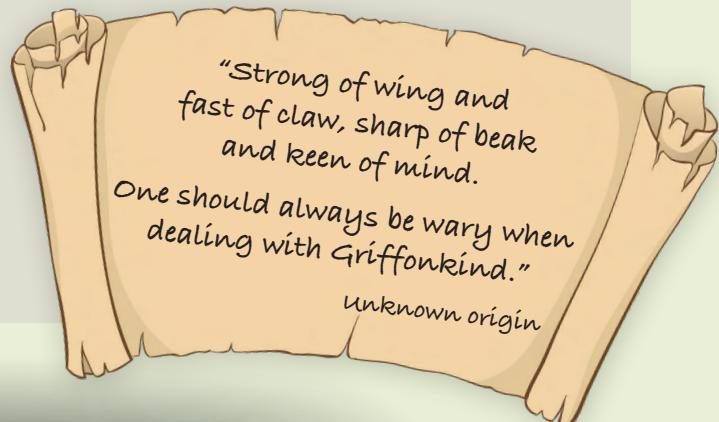
Stamina: 12

Talents: Fly (D6), Talons (D6)

Quirks: Choose one, Selfish

Special: Talons
– new talent (see
page 106).

Players can
make Griffon
characters on
page 115.







Gabby (Griffon)

Unique

Body: D6

Mind: D6

Charm: D6

Stamina: 12

Talents: Fly (D6), Talons (D6), Pony of all Trades (D12)

Quirks: Naive

Special: Talons – new talent (see page 106).

Gabby is the only Griffon member of the Cutie Mark Crusaders, a group that is dedicated to helping ponies understand their cutie marks. Although she knows that she will never receive her cutie mark since she is not a pony, Gabby is determined to uphold the ideals of the Cutie Mark Crusaders and keep the magic of friendship close to her heart.





Gilda (Griffon)

Unique

Body: D10

Mind: D8

Charm: D6

Stamina: 18

Talents: Fly (D10), Special Skill: Aerobatics (D10), Talons (D8)

Quirks: Jealousy, Selfish

Special: Talons – new talent (see page 106).

Gilda has come a long way and learned a lot of important lessons about friendship. Although she now tries to embody the ideals of friendship, she still has a long way to go.

On a good day Gilda is cool and exciting; she is a truly talented flier and loves to feel the wind on her wings. Although she isn't a showboat, Gilda does find it difficult not to think of non-fliers as beneath her, both literally and figuratively, and has little time for those who can't keep up with her in the air.





Hydra

Body: D12

Mind: D4

Charm: D6

Stamina: 14

Talents: Multi-headed (D8)

Quirks: Animal, Indecisive – must use Multi-headed at every opportunity

Special: Multi-headed – new talent (see page 103).



The Hydra is an interesting creature for study. Due to its four heads, each with its own great chomping teeth, one must be very careful when dealing with the beast. It does however have a great weakness, that of its indecision and confusion when confronted with difficult choices. Since each head thinks independently, it is possibly for clever and quick-witted ponies to work the heads against each other.

Unfortunately for the pony adventurer, there is one matter on which all of the hydra's minds will agree and that is that ponies taste fantastic! Hydras have been known to attack ponies that wander too close to their homes and will chase their prey until it becomes impossible for them to reach. Hydras can usually be found in swamps and bogs, where they wallow in the mud and use deeper waters to hide their massive form.

"I were raftin' through Froggy Bottom Bogg when
all' er sudden there were a great bubblin', like the very mud were
risin' to suck me down, twas a fearful roilin' mud it were.
But I kept the raft steady, by sheer force er' will and fancy hoofwork I kept er steady.
Just as I thought the worst were over a great head rose in front of me as brown as the
mud it rose from and with an anger in its eyes I knew it wanted a pony fer its supper.
I gave it a great smack with me oar and the beast retreated to the depths. As
quickly as it were gone it were back, this time from behind! I hit at it again,
be the end of it but it rose again at starboard and went with its
mouth open wide! I managed to stick what was left of me oar in its jaw all
vertical-like and it fell once again. As it rose for the final attack from
port I turned and understood, this were no creature of great fortitude but
four heads, as this one didn't have the oar stuck in its mouth. It took a
bite out of me raft but they musta thought I was too much trouble as
I managed to sail meself away afore the beast attacked again."

captain hoofbeard



Iron Will

Unique

Body: D12

Mind: D6

Charm: D10

Stamina: 18

Talents: Creative Flair: Intimidation (D10)

Quirks: Short Fuse, Overconfident

ARE YOU TIRED OF BEING TROTTED ALL OVER BY ANYPONY AND EVERYPONY?

WHAT YOU NEED IS IRON WILL.

Do you want to be heard, to feel like your opinion matters?

WHAT YOU NEED IS IRON WILL!

Do you deserve to get what you want, when you want it?

WHAT YOU NEED IS. IRON. WILL.

Iron Will isn't just a speaker; Iron Will is an inspiration. By living life the way that Iron Will lives you too can get what you want: respect, riches, and even more respect! Iron Will is so confident that you will be 99% satisfied with Iron Will's assertiveness techniques, that if you are not 99% satisfied, you. Pay. Nothing.

But I pity the foal who doubts Iron Will's methods.

Available now, Iron Will's new book: *Me, Myself and Iron Will*, just 50 bits and with such fantastic advice that it is almost like visiting Iron Will's seminar.

“Don’t be shy, look ‘em in the eye.”

“You apologize, I penalize!”

“Don’t be sorry! Be assertive!”

“You make me lose, I blow my fuse!”

“Treat me like a pushover, and you’ll get the once over.”

“You laugh at me, I wrath at you!”

“Never apologize, when you can criticize.”

“Attack the day.”

“When somepony tries to block, show them that you rock!”

“Maybes are for babies!”

“Cut in line, I’ll take what’s mine!”

“If you laugh in my face, then it’s time to erase!”



Manticore

Body: D12

Mind: D4

Charm: D4

Stamina: 16

Talents: Special Skill: Biting (D8), Fly (D6), Poison Spray (D6)

Quirks: Short Fuse, Animal

The Manticore is a proud and mighty animal that is confident that it is bigger and stronger than all the other animals in the forest. When the Manticore roars, everypony within ten miles can hear it! Manticores mostly live in rural areas as they generally like to be left alone. When threatened, their first instinct is to chase other animals away – a Manticore will almost never run away itself; it's far too stubborn!



Mimic

Body: D8

Mind: D4

Charm: D4

Stamina: 12

Talents: Engulf (D6)

Quirks: Super-shy

Special: Object Mimicry – the Mimic can transform at will into the form of any inanimate object. It is very difficult to detect a Mimic in this form. Anypony inspecting the object must pass a **Mind challenge against a D20** in order to notice that the object is in fact a Mimic.

Since its first surprising discovery, the Mimic has been the worst nightmare of any adventurer. Guaranteed to ruin the day of any treasure-hunter, a Mimic will take the form of any object it thinks will attract curious creatures: a treasure chest, a door, or an inviting comfy chair. If you find yourself feeling particularly curious toward an unassuming treasure chest, think twice before sticking your head inside!





Mistform

Body: D4

Mind: D8

Charm: D4

Stamina: 12

Talents: Insubstantial (D8), Magic Resistance (D6), Teleport (D8), Stun Ray (D6)

Quirks: Bound (the Mistform/Smoke Monster cannot leave the area in which they first appeared), Unliving

These strange apparitions appear in various forms and can be different in every place they are found. They have an insubstantial form of smoke, mist, fog, or any other kind of vaporous gas. They seem to shift and shimmer between an indistinguishable cloud and a form resembling some other type of creature. When destroyed, the vapor loses its form and scatters.

Usually they are the result of a magic ritual or enchantment; residual magical energy can create these misty guardians spontaneously, or somepony might have cast a spell to summon them there. They act as protectors to whatever place they are bound, so are often found in places of old magic: shrines, temples, ancient castles, and ruins are their most common haunts.



Mohawk

Body: D6

Mind: D4

Charm: D6

Stamina: 10

Talents: Fly (D20), Special Skill: Aerobatics (D12), Special Skill: Singing (D8)

Quirks: Animal, Attracted to noisy environments; Rebellious

This cool bird is attracted to loud noises, especially loud music! The Mohawk loves rocking out and will continue to make a racket no matter who tells it to be quiet! When the Mohawk was first discovered, it was believed that it would make a good delivery bird, since it was strong and fairly intelligent. Unfortunately the Mohawk takes very poorly to instructions and will almost always do the exact opposite of what is asked of it. Small successes were discovered when a clever Pegasus found that telling the Mohawk that you didn't want your letter delivered got the bird to deliver – though the poor pony at the other end had to deal with a very upset Mohawk once it had found out it had been tricked!

Lesser Ooze

Body: D6

Mind: D4

Charm: D4

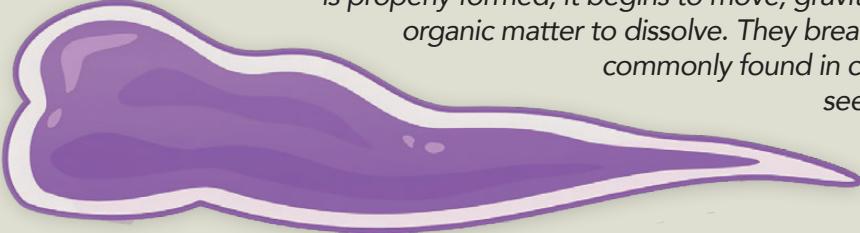
Stamina: 10

Talents: Insubstantial (D4), Acidic (D4)

Quirks: Mindless, Unliving

Magic is unpredictable; you never know what might happen when you start casting spells. Sometimes you might turn your dog into a sofa, sometimes you'll start growing leaves all over your body, and just sometimes you might create an Ooze.

The legend goes that an ancient wizard created the first Ooze by accident while attempting a new spell, which backfired and hit a flask of acidic slime. Though it might look like it's thinking and acting as a living creature would, an Ooze is not alive and has no mind. A series of chemical and magical reactions causes globules of slime to coagulate. Once it's around five feet in diameter, the Ooze is properly formed; it begins to move, gravitating toward any sources of organic matter to dissolve. They break down in sunlight, so are commonly found in caves and dungeons. If you ever see a suspiciously clean dungeon floor, don't be surprised to find an Ooze lurking around the next corner!



Greater Ooze

Body: D10

Mind: D4

Charm: D4

Stamina: 14

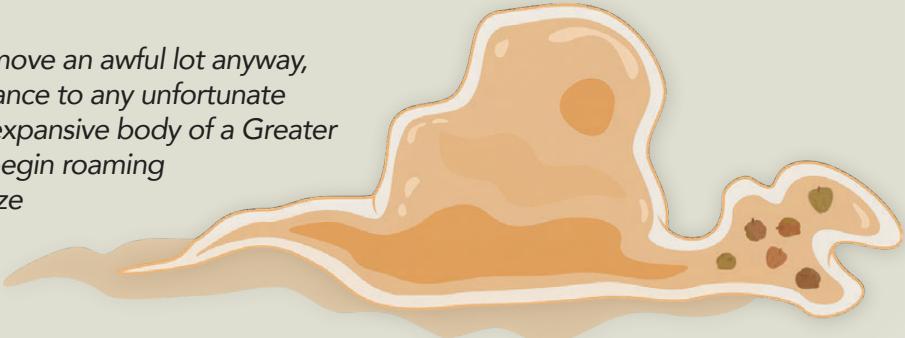
Talents: Insubstantial (D4), Acidic (D6), Engulf (D8)

Quirks: Mindless, Unliving, Nucleus

Special: When the Greater Ooze loses 3 or more Stamina points in one go, part of it splits off and a Lesser Ooze appears next to it. The Toughness of the Lesser Ooze is determined by rolling the talent dice. Once per day, the Greater Ooze can create a new Lesser Ooze without the Greater Ooze losing Stamina. This Lesser Ooze has standard Stamina (see Lesser Ooze).

When a Lesser Ooze absorbs enough matter, or fuses with other Oozes, it becomes large enough to be called a Greater Ooze. When it does so, a 'core' forms at its center called a nucleus; it prevents the Greater Ooze from collapsing under its own weight. If the nucleus is damaged or removed from the body, the Greater Ooze quivers and bursts, returning the slime to an immobile puddle.

Typically a Greater Ooze doesn't move an awful lot anyway, but they can still be a terrible nuisance to any unfortunate creatures living nearby. From the expansive body of a Greater Ooze, Lesser Oozes split off and begin roaming the local area. If you've got an Ooze infestation, chances are there is a Greater Ooze wallowing somewhere nearby!



Orthros

Body: D6

Mind: D4

Charm: D6

Stamina: 10

Talents: Special skill: Bite (D4), Multi-headed (D4)

Quirks: Animal, Disobedient

Special: An Orthros can be made up of many different dog breeds. When creating an Orthros, roll a D20 twice and check each result on the table below for the breed of each head (alternatively you may choose the two breeds you think fit best (or worst!)).

Result	Breed
1	St Bernard
2	Husky
3	Pug
4	Labrador
5	German Shepherd
6	Beagle
7	Bulldog
8	Chihuahua
9	Great Dane
10	Doberman
11	Spaniel
12	Dachshund
13	Pomeranian
14	Poodle
15	Terrier
16	Pointer
17	Basset Hound
18	Border Collie
19	Papillon
20	Mutt

Have you ever heard dogs barking in harmony? It's unsettling! The Orthros is a rare and exotic animal that looks like a small Cerberus with one less head or a rather large hound with one extra head. Although the Orthros can be twice the handful of any ordinary pet, it also has twice the love to give!



Parasprite

Body: -

Mind: D4

Charm: D8

Stamina: 4

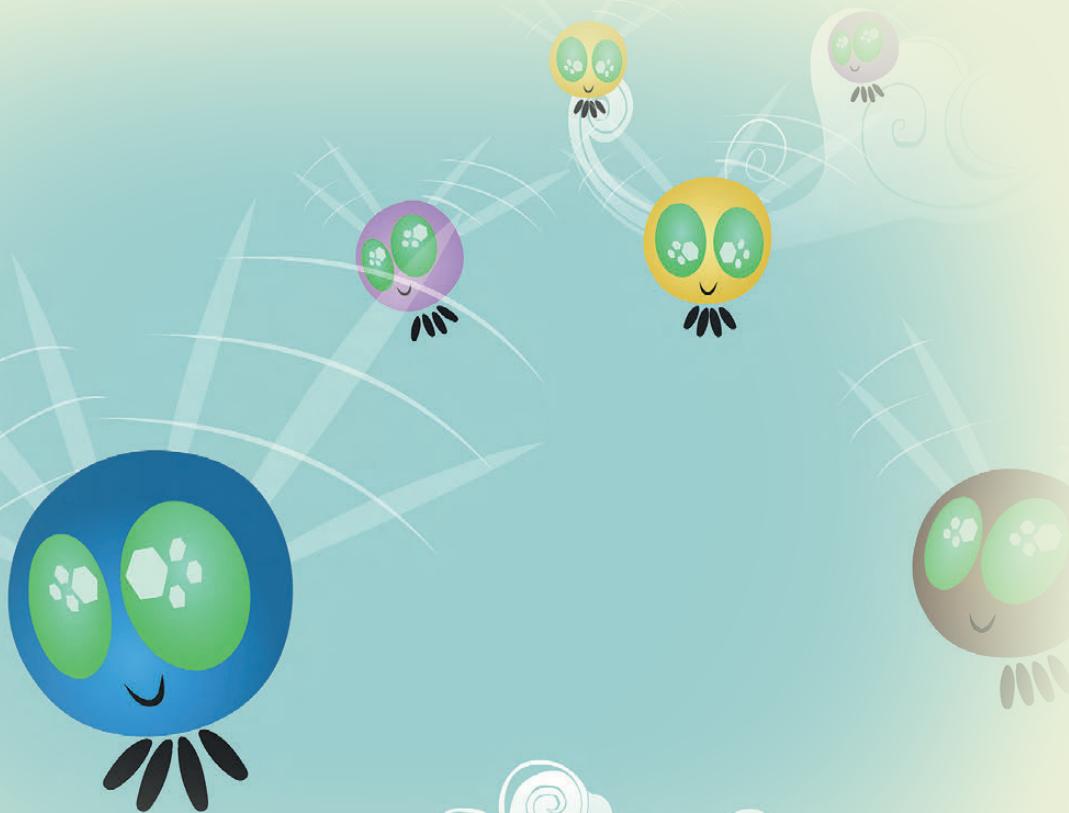
Talents: Fly (D6), Teeny Tiny (D6), Duplicate (D20), Consume (D6).

Quirks: Entranced by music, must use Consume talent before using Duplicate talent, Animal

Special: Teeny Tiny – new talent (see page 106), Duplicate – new talent (see page 100), Consume – new talent (see page 99).

Parasprites are small bug-like creatures that eat with the kind of determination and gusto that belongs to creatures much bigger than them – much bigger and much hungrier creatures! Parasprites, if not caught early in an infestation, can cause a lot of trouble due to their hunger and more importantly, their ability to duplicate into two Parasprites after eating, just doubling your problems!

If you don't catch a Parasprite swarm early enough, then there is only one way to solve the problem: to lead them away using music! Parasprites are entranced by music; the bigger the band, the more entranced they get. Clever ponies can use this weakness to lead Parasprites away from areas where they could be a problem.





Phoenix

Body: D4

Mind: D8

Charm: D8

Stamina: 10

Talents: Fly (D8)

Quirks: Animal

Special: The first time during a session the Phoenix reaches 0 Stamina she immediately regains 10 Stamina.

Phoenixes are rare and beautiful birds that have a most curious life cycle. Every so often a Phoenix will become ill-looking, losing most of its feathers and becoming unable to fly. The Phoenix will, after a few days, explode into flames and shortly afterward become a small pile of ash.





Peewee

Body: D4 Mind: D4 Charm: D8 Stamina: 8

Talents: Fly (D8)

Quirks: Animal

Special: The first time during a session the Phoenix reaches 0 Stamina she immediately regains 8 Stamina.

Peewee is Spike's very own Phoenix. What better pet for a fire breathing Dragon?



Philomena

Body: D4 Mind: D8 Charm: D8 Stamina: 12

Talents: Fly (D8)

Quirks: Animal

Special: The first time during a session the Phoenix reaches 0 Stamina she immediately regains 12 Stamina.

Philomena is Princess Celestia's pet Phoenix and although she does like to play the odd prank on an unsuspecting pony, she has a heart of gold!





Hi everypony, Spike here! When Parchy was writing this book he came to ask Twilight about some of the mysterious beasts she had encountered over the years, but she was out... uhh I think she was encountering mysterious beasts, now that I think about it. Anyway it was lucky that I got a chance to talk to Parchy cause he let me write this section for his book. Then he said he'd do an entry on me! Just imagine, me and the Power Ponies in the same book! Awesome!



MANE-IAC

BODY: D8

MIND: D8

CHARM: D10

UNIQUE

STAMINA: 16

TALENTS: TELEKINESIS (D12)

QUIRKS: MAD!, LIKES TO MONOLOGUE

SPECIAL: THE MANE-IAC'S TELEKINESIS IS NOT ACTUALLY TELEKINESIS, LIKE MOST UNICORNS HAVE, BUT THE MANIPULATION OF HER MANE. SHE IS LIMITED IN THAT SHE MUST BE ABLE TO TOUCH THE OBJECT SHE WISHES TO MOVE WITH HER LONG MANE.

MANE-IAC IS THE INSANE ARCH-NEMESIS OF THE POWER PONIES. SHE USES THE STRANDS OF HER LONG, GREEN

MANE AS THOUGH THEY WERE TENTACLES, STRETCHING THEM OUT TO HELP HER MOVE AS THOUGH SHE WAS SOME SORT OF MAD PONY-OCTOPUS, CLIMBING SKYSCRAPERS OR SWINGING ACROSS MARETROPOLIS AT DIZZYING HEIGHTS. SHE CAN USE HER MANE TO GRAB THINGS, TO HURL LARGE OBJECTS AT HER ENEMIES, OR SNATCH AWAY ITEMS SHE WANTS TO STEAL. SHE LAUGHS MANIACALLY AT EVERYTHING, AND DELIGHTS IN CAUSING CHAOS EVERYWHERE SHE GOES.

THE MANE-IAC IS ALWAYS WORKING ON THE CREATION OF SOME DEVICE OR ANOTHER TO MAKE EVERY PONY OF MARETROPOLIS HAVE THE WORST HAIR DAY OF THEIR LIVES! INDEED, IF THE POWER PONIES WEREN'T AROUND TO STOP HER SHE WOULD HAVE TURNED THEM ALL INTO FRIZZY BALLS OF FUR MORE TIMES THAN YOU CAN COUNT!

SHE HAS A HORDE OF BRUTISH MINION PONIES (TYPICAL EARTH AND PEGASUS PONIES WITH SPECIAL SKILL: SCUFFLING (D6)) TO CARRY OUT HER EVERY COMMAND, USING THEM TO STRIKE A BLOW AGAINST FREEDOM IN THE NAME OF OPPRESSION AND DESTRUCTION.



MASKED MATTERHORN

UNIQUE

BODY: D8

MIND: D8

CHARM: D8

STAMINA: 16

TALENTS: TELEKINESIS (D8), STUN RAY (D20)

QUIRKS: SECRET IDENTITY

SPECIAL: THE MASKED MATTERHORN CAN USE HER STUN RAY TO FREEZE PONIES IN PLACE! A CREATURE BEING TARGETED BY A FREEZE RAY MUST MAKE A BODY CHALLENGE AGAINST THE STUN RAY TALENT. DIE OR BECOME IMMOBILE. IMMOBILE CREATURES CAN REPEAT THE BODY CHALLENGE BY SPENDING A FRIENDSHIP TOKEN UNLESS THEY ARE UNCONSCIOUS OR HAVE SOMEPONY ELSE HELP THEM BY MAKING A BODY CHALLENGE AGAINST THE STUN RAY TALENT.

THE MASKED MATTERHORN CAN SHOOT ALL KINDS OF POWERBEAMS FROM HER HORN, INCLUDING FREEZE-RAYS! AS THE LEADER OF THE POWER PONIES, DIFFICULT DECISIONS OFTEN FALL ON HER SHOULDERS. TROT SUMMERS NEVER FAILS TO STEP UP TO THE FIGHT, HOWEVER, AND SHOW THE WORLD THAT THE POWER PONIES MEAN BUSINESS!





SADDLE RAGER

UNIQUE

BODY: D6

MIND: D10

CHARM: D8

STAMINA: 16

TALENTS: FLY (D8)

QUIRKS: SHORT FUSE, SECRET IDENTITY

SPECIAL: YOU WON'T BE OVERLY FOND OF SADDLE RAGER WHEN SHE'S ANGRY (UNLESS YOU ARE AN ANIMAL SHE IS SAVING!). WHEN SADDLE RAGER SEES AN ANIMAL IN DANGER SHE GROWS TO THREE TIMES HER SIZE, GAINING A BODY DIE OF 2D20 UNTIL SHE HAS SAVED THE ANIMAL. SHE ALSO GAINS A STAMINA OF 50 TO MATCH HER NEW STRENGTH. SADDLE RAGER LOSES THIS EXTRA STAMINA WHEN SHE TRANSFORMS BACK, WHICH MIGHT MAKE HER IMMEDIATELY UNCONSCIOUS, THOUGH SHE CANNOT BE TAKEN BELOW 0 STAMINA IN THIS WAY.

IF SADDLE RAGER LOSES HER TEMPER, SHE GROWS INTO A HUGE SUPER-STRONG MONSTER. SMASH! UNFORTUNATELY, SHE IS JUST SO NICE ALL THE TIME! THAT IS UNLESS SHE SEES SOMEONE BEING MEAN TO A SMALL DEFENSELESS ANIMAL (BE IT BEAST, BIRD, OR EVEN BUG). AND THEN THAT MEANIE HAD BETTER GET OUT OF HER WAY!



ZAPP

UNIQUE

BODY: D10

MIND: D8

CHARM: D6

STAMINA: 18

TALENTS: WEATHER CONTROL (D20), FLY (D10), SHOCK (D10)

QUIRKS: SECRET IDENTITY

AT A WHIM, ZAPP CAN CONTROL THE MIGHTY FORCES OF NATURE, SUCH AS BY DRAWING STORM CLOUDS TO HER TO HARNESS THE POWER OF LIGHTNING TO OVERCOME HER FOES, OR SUMMONING A POWERFUL TORNADO TO WHISK AWAY HER ENEMIES. ZAPP CAN GET A LITTLE WRAPPED UP IN HERSELF FROM TIME TO TIME, BUT ALWAYS DOES WHAT IS RIGHT IN THE END.



RADIANCE

UNIQUE

BODY: D8

MIND: D6

CHARM: D10

STAMINA: 14

TALENTS: CREATION (D20), TELEKINESIS (D8)

QUIRKS: SECRET IDENTITY

IF RADIANCE THINKS OF ANYTHING, HER BRACELET CAN MAKE IT APPEAR. SHE CAN USE THIS FUNCTIONAL ACCESSORY TO CREATE AN ATTACK CONSTRUCT TO TAKE ON HER ENEMIES... OR IF SHE PREFERENCES, TO CONJURE AN UMBRELLA TO DEFLECT THROWN MISSILES, OR A NEEDLE AND SUPER-STRONG THREAD TO TIE UP AN ADVERSARY (NICE AND NEATLY OF COURSE).



FILI-SECOND

UNIQUE

BODY: D12

MIND: D8

CHARM: D6

STAMINA: 20

TALENTS: STOUT HEART (D8), NIMBLE (D20)

QUIRKS: SHORT ATTENTION SPAN, SECRET IDENTITY

SPECIAL: FILI-SECOND CAN TRAVEL LONG DISTANCES EXTREMELY QUICKLY. THE LIMITS OF THIS POWER ARE UP TO THE GM BUT CAN GENERALLY BE USED TO DODGE PAST FOES, RUSH UP THE SIDE OF BUILDINGS, AND EVEN OUTRUN A SPEEDING TRAIN!

FILI-SECOND IS THE FASTEST PONY IN ALL OF MARETROPOLIS - IN THE BLINK OF AN EYE, SHE CAN ZIP A DISTANCE OF MILES IN A MERE SECOND, MOVING SO QUICKLY THAT SHE LEAVES BEHIND HER A TRAIL OF PULSING PINK ENERGY. SHE DELIGHTS IN USING THIS POWER TO UTTERLY CONFUSE HER ENEMIES.



MISTRESS MARE-VELOUS

UNIQUE

BODY: D10

MIND: D10

CHARM: D6

STAMINA: 20

TALENTS: ACROBATICS (D10), SPECIAL SKILL: PONY FU (D10),
SPECIAL SKILL: BUCKING (D8), SPECIAL SKILL: HORSE SHOE-RIKUNS (D10),
SPECIAL SKILL: LASSOING (D12), TELEKINESIS (D8), STOUT HEART (D8)

QUIRKS: SECRET IDENTITY

SPECIAL: MISTRESS MARE-VELOUS' TELEKINESIS IS NOT ACTUALLY THE TELEKINESIS MOST UNICORN PONIES HAVE, BUT THE MANIPULATION OF HER LASSO, AND SO SHE IS LIMITED TO ONLY MOVING HER LASSO AND ITEMS ENSNARED WITH IT.

MISTRESS MARE-VELOUS POSSESSES A GLOWING SUPER-LASSO WITH WHICH SHE IS PSYCHICALLY CONNECTED, ENABLING HER TO SNATCH PONIES OR OBJECTS THAT ARE A GREAT DISTANCE AWAY. SHE CAN CONTROL THE LASSO BY THE POWER OF THOUGHT ALONE, AND DOES NOT HAVE TO HOLD ONTO IT TO USE IT. SHE CAN ALSO HURL SPECIAL MANACLES WHICH CAN HOOCUFF ENEMIES AT A DISTANCE.



HUMDRUM

UNIQUE

BODY: D6

MIND: D8

CHARM: D8

STAMINA: 14

TALENTS: CREATIVE FLAIR: MOTIVATION (D8)

QUIRKS: UNDERCONFIDENT

HUMDRUM IS THE SIDEKICK TO THE POWER PONIES, OFFERING THEM ADVICE AND ENCOURAGEMENT. DESPITE WEARING A CAPE AND A MASK, HE HAS NO SUPERPOWERS. HIS LOVE OF HIS FRIENDS IS THE GREATEST SUPERPOWER OF ALL, AND HE ALWAYS COMES THROUGH WHEN HIS FRIENDS NEED HIM THE MOST!



Quarray Eel

Body: D20

Mind: D4

Charm: D4

Stamina: 24

Talents: Special Skill: Biting (D10), Special Skill: Hiding (D12)

Quirks: Animal, Never leaves its Eelpit

Nopony has ever documented what a whole Quaray Eel looks like since they spend their entire lives inside their pits, and it would take a particularly foolish pony to try and get too close a look!

Massive with nasty teeth, Quaray Eels will try to eat anything that comes near their pit. It is said that once a Quaray Eel has a hold of something or somepony it is

almost impossible to get one to let go. Quaray Eels never leave their pits because they enjoy the cool and the dark within. These pits are always connected to one another with all the eels in a system working together as a family. Usually these cave systems are naturally forming but sometimes a family of Quaray Eels will move into an abandoned gem mine or even an underground dungeon – as long as it is damp and cold, the Quaray Eels love it!





Roc

Body: D20 **Mind:** D12 **Charm:** D6 **Stamina:** 32

Talents: Fly (D12), Thick Hide (D4)

Quirks: Animal

Special: The Roc can fly in almost any weather due to its powerful magic wings of stone. The Roc cannot speak pony language, but she can understand it.

Born of earth and a master of the air, the Roc is a gigantic bird with slates instead of feathers! Although scary, and indeed you shouldn't cross one without good reason, Rocs are very calm creatures and understand pony language quite well, though they cannot speak it. One thing that a Roc hates is being ridden – if it decides to carry anypony, it will do so in its great talons if it does so at all.

Sea Serpent

Body: D20

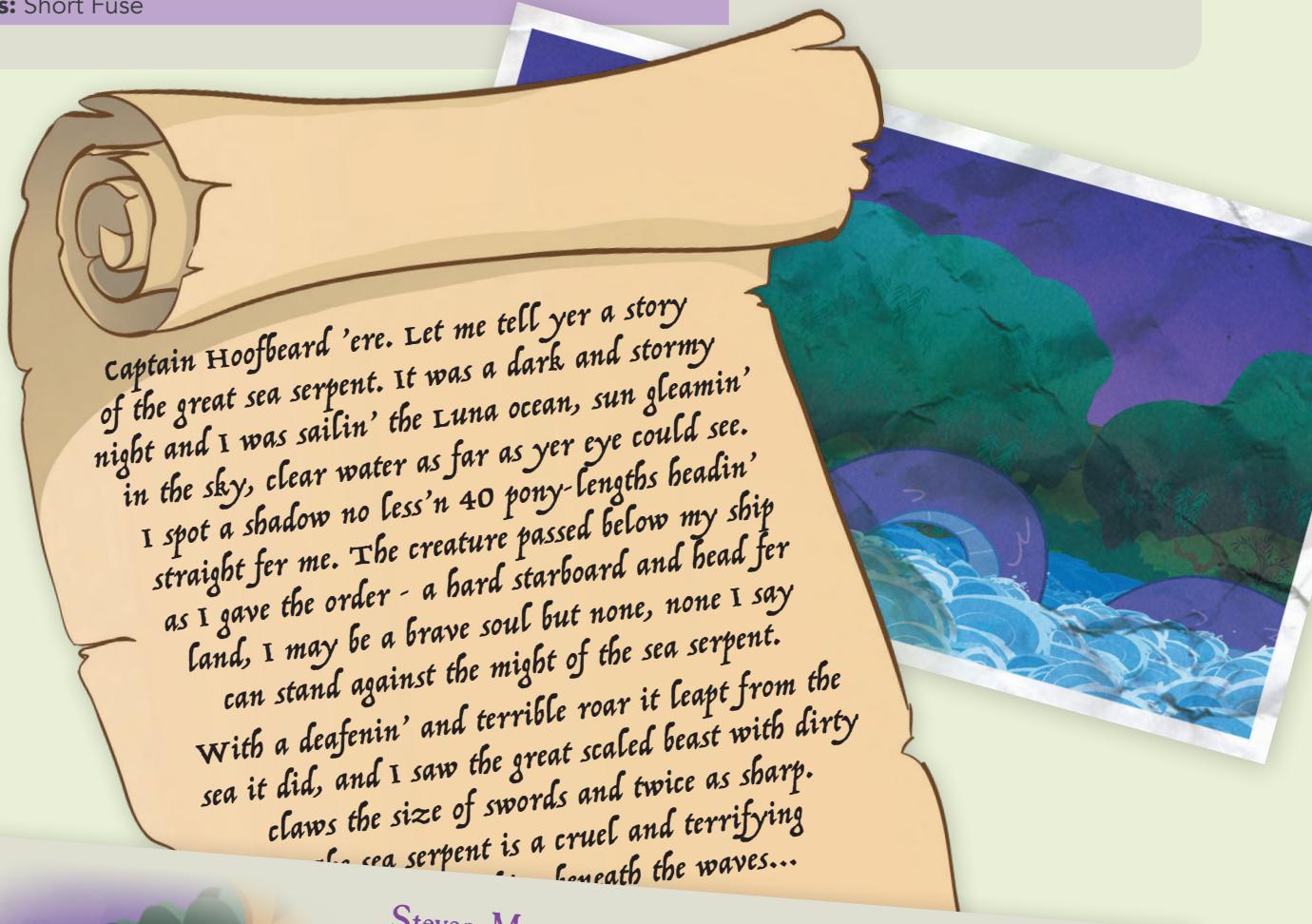
Mind: D6

Charm: D6

Stamina: 26

Talents: Special skill: Swimming (D8), Thick Hide (D6)

Quirks: Short Fuse



Steven Magnet

Body: D20

Mind: D8

Charm: D8

Unique

Stamina: 28

Talents: Creative Flair: Hair Dressing (D8),
Special Skill: Swimming (D10), Thick Hide (D6)

Quirks: Neat Freak



Hello! Notable exception here, and I simply could not let this slander go on one minute longer! Firstly, my claws are perfectly manicured I will have you know. Rarity can tell you that I am neither cruel nor terrifying, cool and terrific is more like it: am I right?

I occupy my days as a peaceful serpent of leisure maintaining my beautiful coif. Not once in my life have I had the urge to 'lurk.' In fact the idea is simply ghastly to me, ghastly. At the worst I loiter, perhaps even linger. Now, while it is true that some of my kin are a little more... uncivilized, I must take offense at the simply horrid notion that all Sea Serpents are the same!



Smooze

Unique

Body: D12

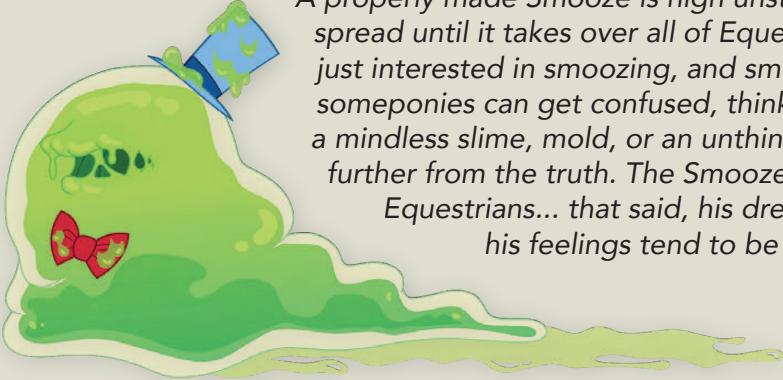
Mind: D6

Charm: D4

Stamina: 18

Talents: Insubstantial (D6), Consume (D8), Magic Resistance (D12), Engulf (D8)

Quirks: Blob, Quiet



A properly made Smooze is nigh unstoppable, and has the potential to spread until it takes over all of Equestria! Luckily the Smooze is mostly just interested in smoozing, and smoozing-related activities. Although someponies can get confused, thinking that the Smooze is simply a mindless slime, mold, or an unthinking ooze, they couldn't be any further from the truth. The Smooze has feelings and dreams like other Equestrians... that said, his dreams generally involve smoozing and his feelings tend to be ambivalent toward non-Smoozes.



King Sombra

Unique

Body: D10

Mind: D20

Charm: D12

Stamina: 30

Talents: Insubstantial (D20), Stun Ray (D10), Teleport (D10), Telekinesis (D10), The Stare (D12), Creative Flair: Intimidation (D20)

Quirks: Megalomaniac, Hatred

Special: King Sombra can turn into shadow, and so is able to lose or gain the talent Insubstantial (D20) at will.

King Sombra is an ancient evil, one who is patient and careful. He does not forget how Equestria defeated him, and he will never forgive. His powers are born of darkness and umbral magicks, vulnerable to only the most powerful of pony magic. Sombra uses these powers for the most wicked purposes, enslaving others and causing misery. It was only by the power of Princess Celestia that he was banished, though he was able to take the whole of the Crystal Empire with him!

When he returned along with his would-be-empire, King Sombra attempted to attack once more, but was stopped by the efforts of Twilight Sparkle and her friends who managed to restore the Crystal Heart. The Crystal Heart is the only artifact strong enough to hold Sombra at bay permanently and only when fueled by the love and friendship of the Crystal Ponies. Without the Crystal Heart, King Sombra would be able to attack the Crystal Empire and enslave the Crystal Ponies, something that he is well aware of, and extremely angry about.



Giant Spider

Body: D6

Mind: D6

Charm: D4

Stamina: 12

Talents: Spider-climb (D8), Web Sling (D6), Tremor Sense: Webs (D6)

Quirks: Fear: Sunlight, Fear: Fire

If you're wandering the deep, dark places of Equestria and you feel something brush against your mane, you should turn the other way. Chances are the giant spider that made the web already knows where you are and if it's feeling a bit bored or hungry, it'll be on its way.

These enlarged arachnids are a lot stronger and more cunning than their common counterparts. Frequently a nest of giant spiders will form a 'cluster' or gang, especially if they have a greedy or ambitious queen.

Giant spiders hold an extreme loathing of bright light; they are most commonly found in deep cave networks or dense forests. They also dislike fire, as it can destroy their silk homes with ease.





Tatzlwurm

Body: D20

Mind: D4

Charm: D4

Stamina: 24

Talents: Tremor Sense: Earth (D8), Burrow (D10), Poison Spray (D10)

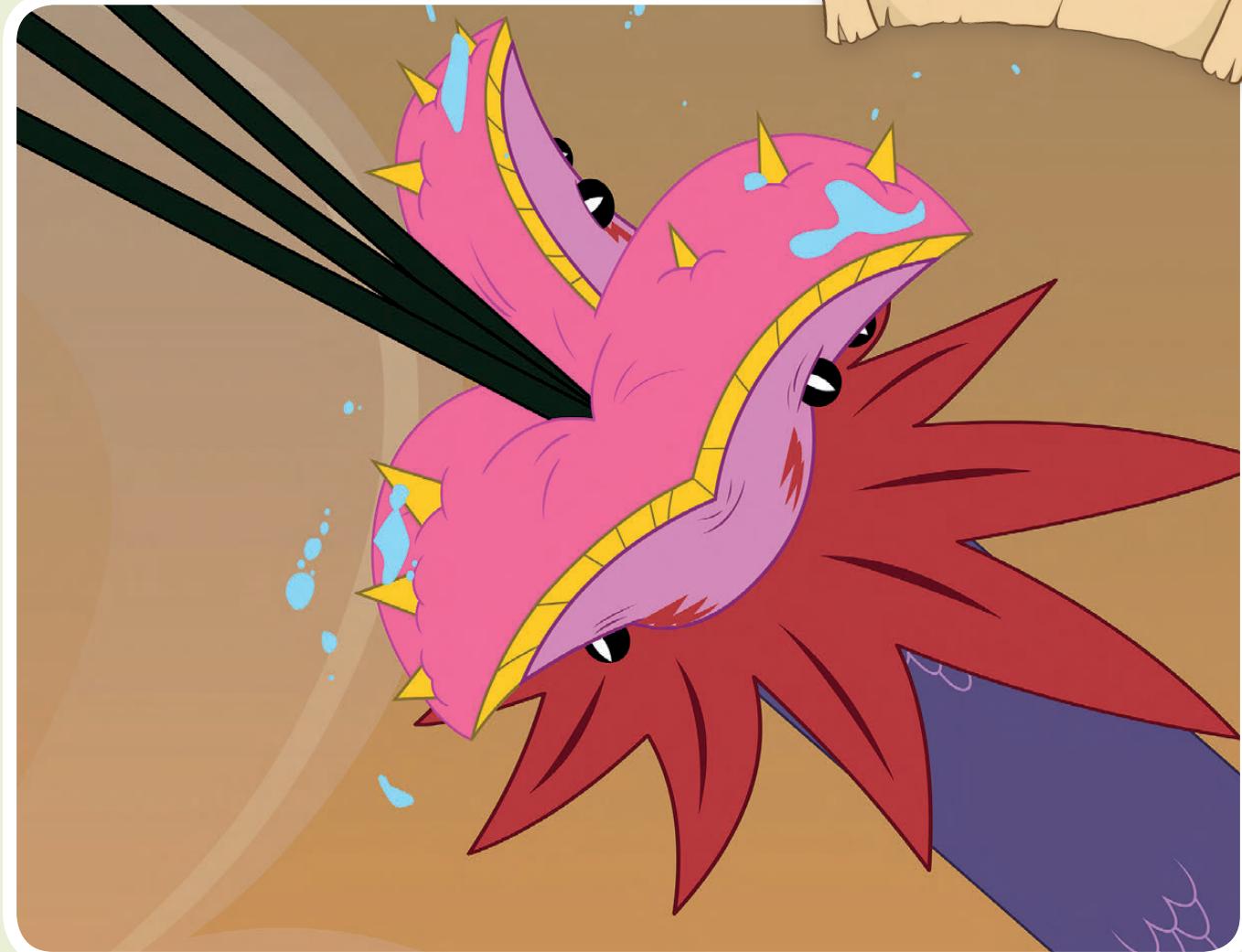
Quirks: Animal, Hungry

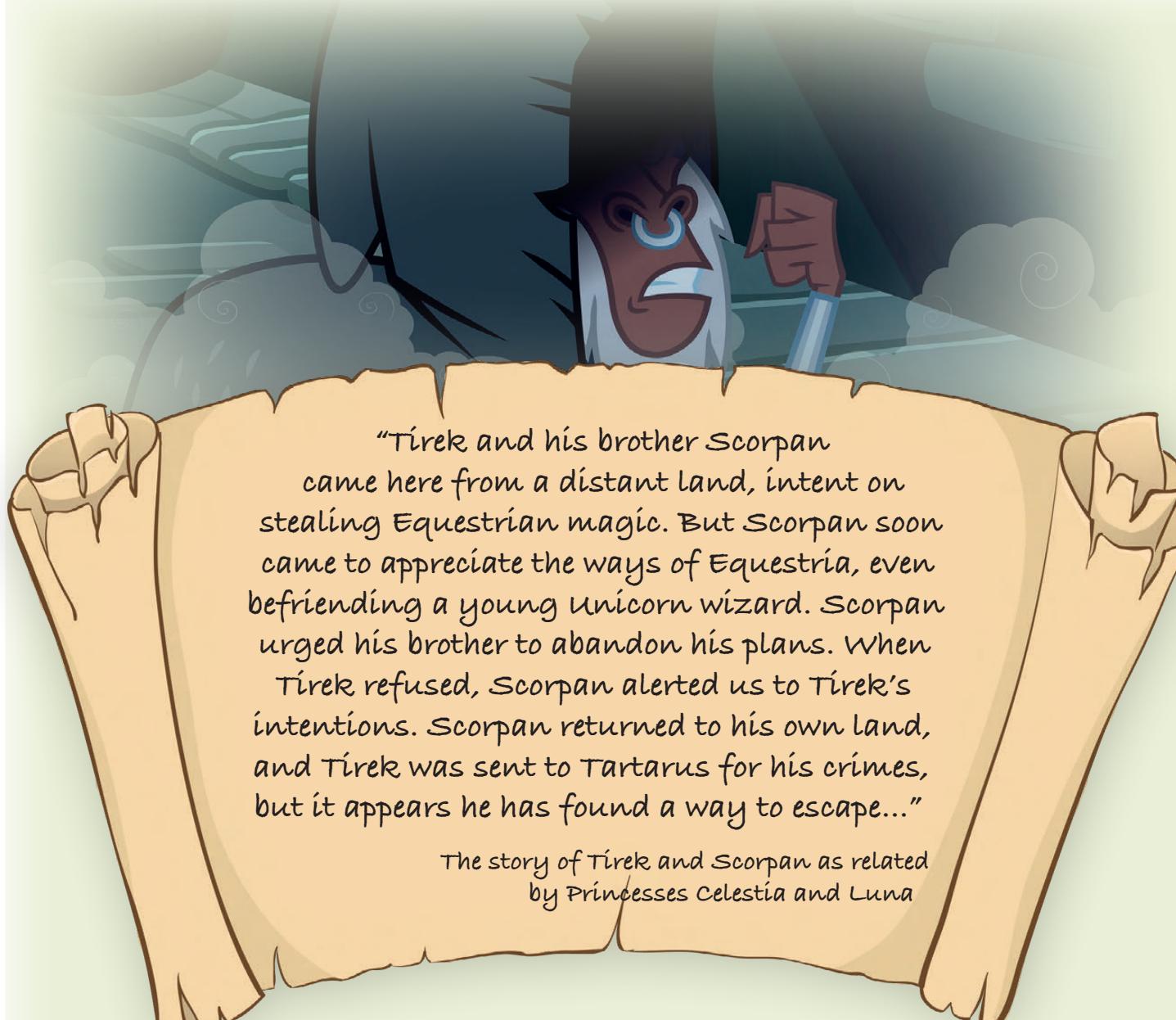
It's as big as a house, it can tunnel through the earth and it can fire a poisonous mucus that is going to ruin anypony's day! It's the Tatzlwurm and the only consolation is that it generally lives very far away from ponies, though that isn't to say that it won't take the opportunity to gobble a few up if they should venture too close.

Tatzlwurms are solitary creatures as they find the vibrations others make infuriating, much preferring silence and solitude.

"Now remember,
walk without rhythm,
and we won't attract
the worm."

The Mare'dib





"Tirek and his brother Scorpan came here from a distant land, intent on stealing Equestrian magic. But Scorpan soon came to appreciate the ways of Equestria, even befriending a young unicorn wizard. Scorpan urged his brother to abandon his plans. When Tirek refused, Scorpan alerted us to Tirek's intentions. Scorpan returned to his own land, and Tirek was sent to Tartarus for his crimes, but it appears he has found a way to escape..."

The story of Tirek and Scorpan as related by Princesses Celestia and Luna



Lord Tirek (weak)

Unique

Body: D4

Mind: D10

Charm: D12

Stamina: 14

Talents: Special Skill: Destruction (D10), Magic Resistance (D12), Consume: Magic (D20)

Quirks: Overconfident, Short Fuse, Selfish

Special: Consume – new talent (see page 99).

The difficulty for Tirek to consume a magical talent is a challenge using Tirek's Consume talent against the target's magical talent. When Lord Tirek uses his Consume talent successfully, he also gains a permanent upgrade in his Body stat and the ability to use the magic that he just consumed, if it was a pony's talent.



Lord Tirek (powerful)

Unique

Body: 2D20 Mind: D10 Charm: D12 Stamina: 30

Talents: Special Skill: Destruction (D10), Magic Resistance (D12), Consume: Magic (2D20), Stun Ray (D20), Teleportation (D20), Forcefield (D20)

Quirks: Overconfident, Short Fuse, Selfish

Special: Consume – new talent (see page 99).

The difficulty for Tirek to consume a magical talent is a challenge using Tirek's Consume talent against the target's magical talent. When Lord Tirek uses his Consume talent successfully, he also gains a permanent upgrade in his Body stat and the ability to use the magic that he just consumed, if it was a pony's talent.

Tirek's time imprisoned in Tartarus left him very weak, but he slowly regained in strength and when he was able to use his dark powers again, he unleashed his vengeance on Equestria. Celestia, having experienced visions of Tirek's return, sought the help of Discord to track down the fugitive. Discord betrayed the ponies of Equestria and joined forces with Tirek. Tirek stole so much magic that he gained the power to steal flight, and rendered the Pegasi flightless. Without the Pegasi to control the weather, no rain would fall on Equestria. He also stole the strength from earth ponies, making them unable to tend the land. All the while he grew stronger and bigger, his ultimate dream being to steal Alicorn magic.





Timberwolf

Body: D12

Mind: D6

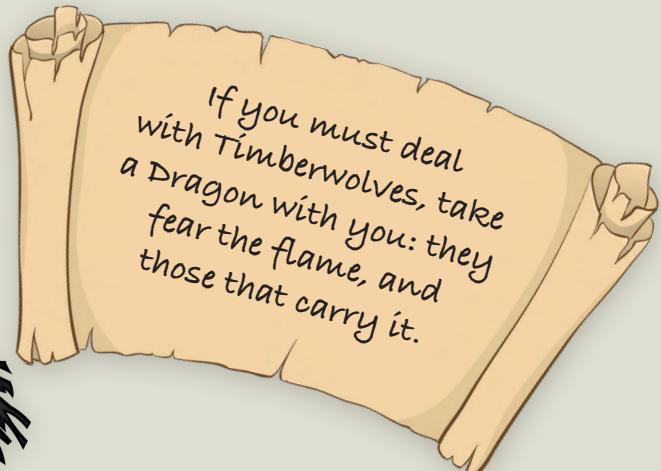
Charm: D4

Stamina: 18

Talents: Special Skill: Biting (D8), Special Skill: Running (D12)

Quirks: Animal, Weakness: Fire (D6), Fear: Fire

Timberwolves work together in teams to chase ponies that enter their woods. They are cunning and fast, not to mention they have a nasty bite! Although Timberwolves are scary, they are also very territorial, meaning they are usually content to chase ponies out of their forests, and rarely leave the woods unless something forces them to.



Twittermite

Body: -

Mind: D4

Charm: D4

Stamina: 4

Talents: Fly (D6), Teeny Tiny (D6), Shock! (D4)

Quirks: Animal

Special: Shock! – new talent (see page 104).

“What potential difference can a Twittermite make? Currently, Twittermites are the spark that, if my shocking discoveries are true, could become a storm that hurts the ecosystem of Equestria! And it's all my volt... I mean fault.”

Professor Blitzen

Twittermites are just about the biggest small problem that you can have. Although one is only going to give you a little shock, they like to live in big groups causing great electrical storms with their magical ability to create lightning!

There have been several attempts in Equestria to ensure that Twittermite populations do not get out of hand. This includes the Cloudsdale Twittermite Education Act, which has gone a long way in educating young ponies about the dangers of Twittermites. In the CTEA it reads that all colts and fillies must be aware of the VIR protocol when dealing with Twittermites.

- **Verify** that you saw a Twittermite. They are easily distinguishable by their blue color and their lightning-shaped bodies.
- **Inform** your friends of what you saw, and inform the pest control ponies so that the proper steps can be taken.
- **Run** away from a swarm of Twittermites as they can be very dangerous in groups.





Ursa Minor

Body: 3xD20

Mind: D6

Charm: D4

Stamina: 66

Talents: Special Skills: Ferocious Fighter (D20), Thick Hide (D6)

Quirks: Animal, Cranky

The Ursas, both minor and major, are massive, supernatural bears often misunderstood as ferocious monsters. In reality, they are animals like any other—but when they get upset there is an awful lot of them to worry about! Despite its size, the Ursa minor is just a baby, and will react to things like any other baby animal.



Ursa Major

Body: 5xD20

Mind: D8

Charm: D8

Stamina: 108

Talents: Special Skills: Ferocious Fighter (D20), Thick Hide (D20)

Quirks: Animal, Protective

The Ursa Major is a grown up version of the already massive Ursa Minor. If you ever meet one you should be very careful not to make it angry, especially by endangering its family. Many stories tell that the Ursa Major has the strength to destroy entire towns if it wants to, but is luckily content to live out its days in the darkest depths of the Everfree Forest.





Windigo

Body: D10 **Mind: D8** **Charm: D10** **Stamina: 18**

Talents: Fly (D8), Cloud Wrangling (D20), Friendship Thief (D6), Insubstantial (D12)

Quirks: Weakness: Friendship (D6)

Special: Friendship Thief – new talent (see page 101), Insubstantial – new talent (see page 101), Weakness – new quirk (see page 109).

The legend of the Windigos is as old as Equestria itself, mythical and malevolent beasts that prey off the conflicts of others.

Some ponies say that the Windigos never existed, that they are a metaphor that was meant to teach young ponies the meaning of hearth's warming.

Some ponies say that the Windigos went extinct long ago when ponies learned to work together in harmony.

And some ponies... some ponies say that the Windigos are patient, that they are waiting for the day that Equestria falls into disharmony. The Windigos are the cold wind that pierces your winter coat, the unexpected and chilly breeze on an otherwise sunny afternoon. They were weakened, not defeated, brought low but not down. They wait for somepony to feed them the conflict they desire, and they are patient, oh so very patient.



yak

Body: D12

Mind: D6

Charm: D4

Stamina: 18

Talents: Special Skill: Destruction (D6)

Quirks: Choose one, Fussy

The Yaks of Yakyakistan are a strong and thick headed race, although it should be noted that thick headed is a compliment among the Yakyakistani. They are not, however, as thick skinned as they are thick headed, and like everything to be in a very exact manner. This can make it difficult to be friends with a Yak, but if you are able to get past their fussiness then you will find out for yourself the amazing beasts that Yaks are. Their culture is a beautiful one

and their desire for perfection makes them excellent craftyaks. Yak carpets are valued for their intricate patterns and Yak food has a distinct and strong flavor.

"There was once a young yak named Jack,
Conversation was something he did not lack,
A-yak yak yak, yackety yak yak yak.
He talked all the way down the canterlot track,
Talked all the way there and talked all the way back.
A-yak yak yak, yackety yak yak yak."

Yak attack





Prince Rutherford

Unique

Body: D12

Mind: D6

Charm: D4

Stamina: 20

Talents: Special Skill: Destruction (D10), Creative Flair: Leadership (D6)

Quirks: Short Fuse, Fussy

Of all of the Yaks, no-yak can be said to be more yak-like than Prince Rutherford. He has a cultured eye for art, his palette is brilliantly defined, and he is able to spot a fake Yakyakistani rug at 50 paces. Unfortunately the way he deals with anything that does not go his way is also... decidedly yak-like. At even the slightest imperfection Prince Rutherford will fly into a rage, destroying that which was imperfect as well as most of the surrounding scenery if able.

Prince Rutherford, like many Yaks, also speaks in simple sentences due to his unfamiliarity with the language.

Wildlife

Bear

Body: D10 Mind: D4 Charm: D6 Stamina: 14

Talents: Special Skill: Scuffling (D6)

Quirks: Animal

Rabbit

Body: D4 Mind: D4 Charm: D4 Stamina: 8

Talents: Special Skill: Running (D4)

Quirks: Animal

Dog

Body: D4 Mind: D4 Charm: D4 Stamina: 8

Talents: Special Skill: Tracking (D4)

Quirks: Animal





Cat

Body: D4 Mind: D4 Charm: D4 Stamina: 8

Talents: Special Skill: Sneaking (D4)

Quirks: Animal

Mouse

Body: - Mind: D4 Charm: D4 Stamina: 4

Talents: Teeny Tiny (D4)

Quirks: Animal

Bird

Body: D4 Mind: D4 Charm: D4 Stamina: 8

Talents: Fly (D4)

Quirks: Animal

Chapter 2

Creating Critters





Introduction

Equestria is gigantic, and has many secrets hidden deep within her unexplored regions. Nopony even knows for sure all of the creatures that live within the Everfree Forest, and that lies right next to Ponyville! Therefore it is impossible to name and describe all of those creatures in this volume.

As a GM or as a player you will come across exotic and special creatures in your adventures. If you are playing from an adventure module, these creatures and characters can be found in the adventure. But for those of you that like to create your own adventures, we would like to give you some tips for designing exciting creatures for your party to face!

The first thing to note when designing a new creature is what role it will serve in your story. Is the creature sentient (can it speak and think like a pony of Equestria)? If so, what motivates it, and if not, how does it survive? There are generally three reasons to add a creature into a game and these are: challenge, story, and flavor. The best creatures provide and mix these three aspects as described below. The following example is a creature created for the *Curse of the Statuettes* adventure.

Challenge

Challenge is a very important part of *Tails of Equestria* and a very important part of the makeup of a creature. A challenging creature may be one that is simply strong or has some combination of talents that makes it hard for the party to face head on. Challenging creatures do not simply have to challenge the party with brawn, however. Often it is better to offer up a social clash or a battle of wits!

Examples from *Friendship is Magic*: Chimera, The Hoofields and the McColts, Nightmare Moon.

Our example: We want to make a creature that the party will meet as they travel through the Badlands. We decide it would be cool to challenge them with a creature out of mythology like a lot of Equestrian creatures (like the Hydra or the Dragon!). So we want them to be big and scary but not too aggressive; perhaps we could look at the Roc, a giant bird from ancient mythology.

Story

Often, new and exciting creatures will be an important part of your adventures and these creatures will advance the story in interesting ways, giving the players choices as they play. A creature that is important to the story could be one that needs help or one that wishes to harm or hinder the party, but the most important thing about these creatures is that they want to interact in some way with the party and give them a reason to adventure in Equestria.

Examples from *Friendship is Magic*: Tirek, Princess Cadence, Trixie.

Our example: In our story, the party is looking for a special gemstone – the Trial of Wind. We decide that the Roc should be the guardian of this gemstone, and the party will have to impress her greatly to receive it.

Flavor

Flavor, when talking about Equestria, is what makes things interesting. It is intriguing and exciting and makes you wonder what might be over the next hill. A creature with flavor is one that tells the players something about the world or simply entertains them. A flavorful creature might be a cheerful shopkeep that strikes up a conversation or it might be a monster that has a peculiar fear of Griffons, making the party ask why and engaging them in the magical world of Equestria.

Examples from *Friendship is Magic*: Breezies, the Windigos, Discord.

Our example: The Roc is very cool, but we want to make her a little more interesting. We decide that the Roc should have slates instead of feathers – Roc by name, rocky by nature!

Mechanics

So you have had a think and you know what you want to add into the game and how they will fit into your story. Now we just need to decide what attributes to give it. You will find that there are a lot of rules that govern how strong or talented a PC can be, but when it comes to creating creatures anything goes. Just remember that you are trying to create an interesting experience and that the only way to win *Tails of Equestria* is to have fun!

Body, Mind, and Charm

The first thing to decide about your creature is its core attributes: is it strong, clever, or charming (or intimidating!). Here you can choose any die values that you think would make sense. Check out the table below for some comparable values. After choosing your stats, you can work out the Stamina of your creature by adding its Body die and its Mind die together.

Our example: The Roc is very strong and quite smart, though since she cannot speak pony language we don't think she should have a very high Charm. We settle on Body: D20, Mind: D12, Charm: D6 which gives the Roc 32 Stamina

Talents, Special Abilities, and Quirks

Picking talents gives your creature special abilities that makes it interesting to interact with and can change the course of an encounter in profound ways. Some talents work very well together (such as acidic and engulf) and some give absolutely amazing abilities. It's up to you how many talents and what dice value talents to give your creature. You may think that some of the abilities you want your creature to have just aren't covered by any of the talents. This is where special abilities come in. Special abilities are simply little ways that your creature breaks the rules of the game. These are very similar to talents except that they have no die value associated with them and they are usually unique to that creature. Finally, you must give your creature some quirks – although only PCs can earn Friendship points, quirks help you as a GM keep track of the weaknesses or oddities your creature has.

Our example: The Roc definitely needs to be able to fly, so Fly (D12) seems appropriate, we think that the Thick Hide (D4) talent should portray her slate feathers quite well. We think the Roc should be able to fly in strong winds easily due to her size; we can't find a talent that does exactly what we want so we decide to add it in as a special ability. Finally we decide that the Animal quirk would be appropriate since although the Roc is smart, she is still a beast.

Die Value	Body	Mind	Charm
D4	Weak	Unschooled	Off-putting
D6	Average pony	Average pony	Average pony
D8	Fit	Smart	Sweet
D10	Athletic	Scholarly	Convincing
D12	One of the best	Wise	Charismatic
D20	The peak of pony excellence	The peak of pony excellence	The peak of pony excellence
Higher	Legendary strength	Almost omniscience	Ethereal beauty

Chapter 3

Ponies of Equestria







Big Mac

Unique

Body: D12

Mind: D6

Charm: D8

Stamina: 26

Talents: Keen Knowledge: Farming (D8), Special Skill: Repair (D6), Creative Flair: Singing (D8), Stout Heart (D8), Bulky (D10)

Quirks: Quiet

"Ayup!"



Bulk Biceps

Unique

Body: D12

Mind: D4

Charm: D6

Stamina: 16

Talents: Fly (D4), Special Skill: Lifting (D12), Bulky (D6)

Quirks: Short Attention Span

"Yeah!"



Cutie Mark Crusaders



Sweetie Belle

Unique

Body: D6

Mind: D4

Charm: D6

Stamina: 10

Talents: Telekinesis (D6), Keen Knowledge: Cutie Marks (D6)

Quirks: Naive

"Got the moves, got the mojo..."



Apple Bloom

Unique

Body: D6

Mind: D6

Charm: D6

Stamina: 12

Talents: Stout Heart (D6), Keen Knowledge: Cutie Marks (D6)

Quirks: Overconfident

"No harder working pony around."



Scootaloo

Unique

Body: D6

Mind: D4

Charm: D6

Stamina: 10

Talents: Fly (D4), Keen Knowledge: Cutie Marks (D6)

Quirks: Weak Wings

"We are a trio, work as a team"



Daring Do

Unique

Body: D10

Mind: D10

Charm: D10

Stamina: 20

Talents: Creative Flair: Writing (D12), Special Skill: Acrobatics (D10), Keen Knowledge: History (D10), Special Skill: Climbing (D10), Fly (D10)

Quirks: Secret Identity

"Another day, another dungeon!"



DJ Pon-3

Unique

Body: D6

Mind: D6

Charm: D10

Stamina: 12

Talents: Telekinesis (D6), Creative Flair: DJ (D10)

Quirks: Quiet

"Wanna make somethin' of it?"



Granny Smith

Unique

Body: D6

Mind: D8

Charm: D8

Stamina: 12

Talents: Special Skill: Cooking (D12), Keen Knowledge: History (D8), Keen Knowledge: Farming (D6), Stout Heart (D10)

Quirks: Stubborn, Aged

"They don't make 'em like they used to."



Maud Pie

Unique

Body: D12

Mind: D8

Charm: D6

Stamina: 20

Talents: The Stare (D4), Pony Sense (D4), Special Skill: Mining (D8), Keen Knowledge: Geology (D10)

Quirks: Blunt, Deadpan

"Rock, you are a rock.

Gray, you are gray,

Like a rock, which you are.

Rock."



Mayor Mare

Unique

Body: D6

Mind: D10

Charm: D10

Stamina: 16

Talents: Creative Flair: Public Speaking (D10)

Quirks: Needs Glasses

"Everypony calm down. There is no need to panic."



Muffins

Unique

Body: D6

Mind: D4

Charm: D8

Stamina: 10

Talents: Special Skill: Delivery (D8), Creative Flair: Apologizing (D6), Flight (D6)

Quirks: Clumsy

"Muffin?"

The Princesses of Equestria

There are five princesses of Equestria, and they are beings of great power known also as Alicorns. Possessing the wings of a Pegasus, the stout heart of an Earth pony, and the magical prowess of a Unicorn, Alicorns are a magnificent and rare race.

Of all the princesses of Equestria, Celestia is the fairest and most elegant. She is regarded as a mythical figure by many ponies and she can end arguments with a word. It is for this reason that she rules over all of Equestria. Despite being royalty, she often encourages her subjects to relax around her. She also shows great patience with others, knowing everyone makes mistakes, and everyone needs help from time to time.

Together with her sister Luna, they control the day and night of Equestria, making sure that both the light and dark are forever in balance. There was a time that Luna lost herself to the darkness, when she became the most terrifying of villains – Nightmare Moon! Those days are gone, however, and harmony has been restored.

Princess Cadence and Twilight are by comparison very new Alicorns and represent love and friendship; they show Equestria the beauty of their ideals by living and teaching the ponies of the land, Princess Cadence from the Crystal Empire and Twilight Sparkle from Ponyville.

Finally there is Flurry Heart, the first baby Alicorn. Nopony yet knows what this means for Equestria but it surely is a miracle!





Princess Celestia

Unique

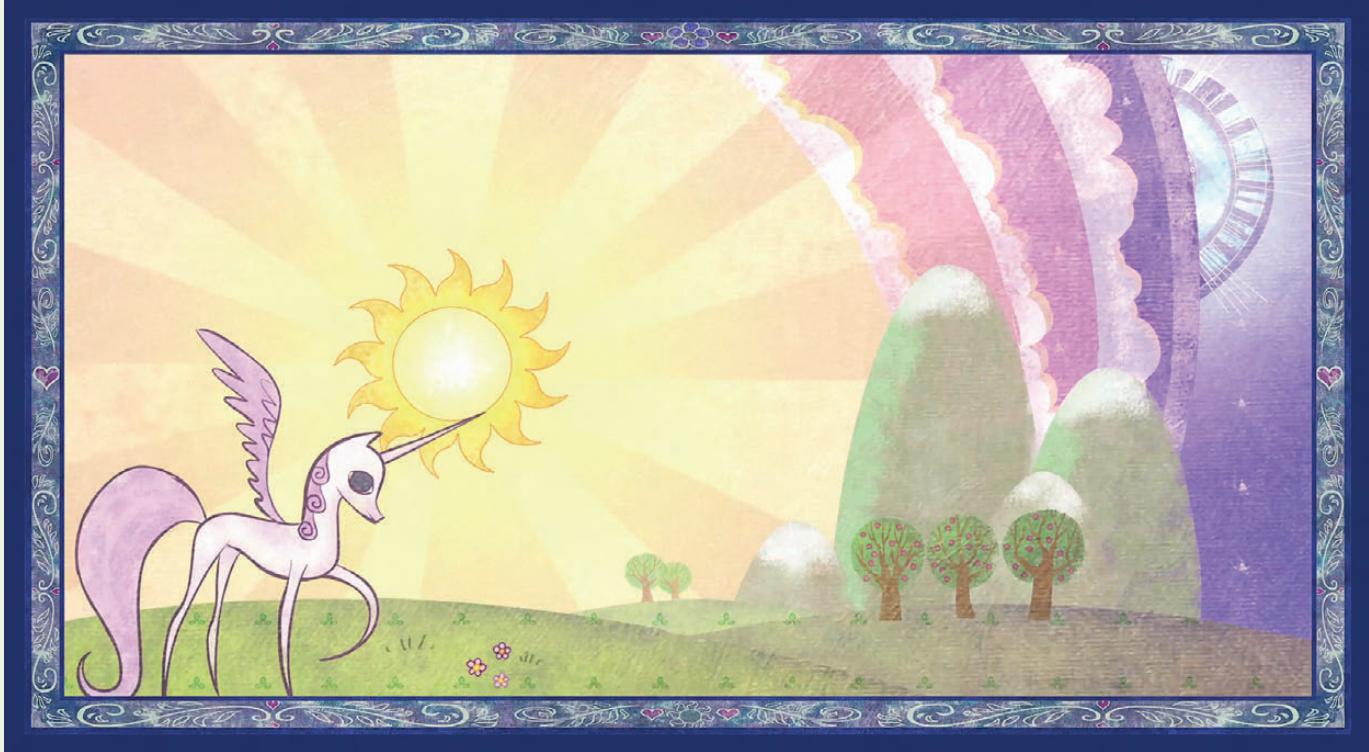
Body: D20 Mind: D20 Charm: 2D20 Stamina: 40

Talents: Princess (D12), Telekinesis (D20), Fly (D20), Stout Heart (D20), Creative Flair: Leadership (D20), Stun Ray (D20), Teleport (D20), Forcefield (D20) Creative Flair: Teaching (D20)

Quirks: Busy

"Looks like you all learned a pretty valuable lesson today."





**“Oh, my beloved subjects. It’s been so long since
I’ve seen your precious little sun-loving faces.”**





Princess Luna

Unique

Body: D20 Mind: D20 Charm: D20 Stamina: 40

Talents: Princess (D10), Telekinesis (D12), Fly (D12), Stout Heart (D12), Creative Flair: Scaring (D20), Stun Ray (D12), Teleport (D12), Invisibility (D12) Creative Flair: Teaching (D10), Message: Dreams (D12)

Quirks: Guilty Conscience, Scary

"A creature of nightmare is no longer, but instead a pony who desires your love and admiration!"



Nightmare Moon

Unique

Body: D20 Mind: D20 Charm: D20 Stamina: 40

Talents: Telekinesis (D20), Fly (D20), Stout Heart (D20), Creative Flair: Scaring (D20), Stun Ray (D12), Teleport (D12), Invisibility (D12), Message: Dreams (D20), Friendship Thief (D10)

Quirks: Jealous, Mean

"Remember this day, little ponies, for it was your last. From this moment forth... the night... will last... forever!"





Princess Cadence

Unique

Body: D12

Mind: D20

Charm: D20

Stamina: 32

Talents: Telekinesis (D12), Fly (D12), Stout Heart (D12), Creative Flair: Music (D20), Stun Ray (D12), Teleport (D12), Invisibility (D12), Princess (D8)

Quirks: Busy

"Sunshine, sunshine. Ladybugs awake! Clap your hooves and do a little shake."



Flurry Heart

Unique

Body: D6

Mind: D4

Charm: D4

Stamina: 10

Talents: Telekinesis (D4), Fly (D4), Stout Heart (D4), Princess (D4)

Quirks: Baby

Special: Sometimes, Flurry Heart cannot control her magical powers. When she gets upset or very happy roll a D6 and the effect takes place as shown in the table below.

Die Roll	Effect
1	Use Stun Ray (D20) against closest target.
2	The pony nearby with the most Stamina points lost regains all Stamina points.
3	The weather changes dramatically centered on Flurry Heart.
4	Turn invisible.
5	Teleport to an inconvenient place.
6	Use Forcefield (D20) to trap a random nearby pony.





Applejack

Unique

Body: D20

Mind: D12

Charm: D10

Stamina: 32

Talents: Stout Heart (D20), Special Skill: Bucking (D20), Keen Knowledge: Farming (D20), Special Skill: Running (D12), Special Skill: Jumping (D12), Special Skill: Herding (D20), Creative Flair: Baking (D8), Keen Knowledge: Business (D12)

Quirks: Blunt, Messy

Applejack, who reassured Twilight Sparkle when she was in doubt, represents the spirit of Honesty.

Fluttershy

Unique

Body: D10

Mind: D10

Charm: D20

Stamina: 20

Talents: Speak to Animals (D20), Fly (D6), Creative Flair: Singing (D12), The Stare (D20), Creative Flair: Fashion (D12), Keen Knowledge: Animal Care (D20)

Quirks: Super-shy, Fear (most things!)

Fluttershy, who tamed the fierce Manticore with her compassion, represents the spirit of Kindness.



Pinkie Pie

Unique

Body: D12

Mind: D10

Charm: D20

Stamina: 22

Talents: Stout Heart (D20), Creative Flair: Party Planning (D20), Pony Sense (D20), Creative Flair: Baking (D12), Creative Flair: Music (D10), Creative Flair: Dancing (D10), Creative Flair: Comedy (D20)

Quirks: Naive, Too silly

Pinkie Pie, who banished fear by giggling in the face of danger, represents the spirit of Laughter!

Rarity

Unique

Body: D8

Mind: D12

Charm: D20

Stamina: 20

Talents: Telekinesis (D12), Creative Flair: Fashion (D20), Creative Flair: Whining (D20), Locate (D12), Creative Flair: Persuasion (D20), Keen Knowledge: Art History (D10), Creative Flair: Art (D12), Keen Knowledge: Business (D20)

Quirks: Neat Freak, Fear (Nature)

Rarity, who calmed a sorrowful serpent with a meaningful gift, represents the spirit of Generosity!



Rainbow Dash

Unique

Body: D20

Mind: D10

Charm: D10

Stamina: 30

Talents: Fly (D20), Cloud Wrangling (D20), Special Skill: Aerobatics (D20), Keen Knowledge: Wonderbolts (D20), Keen Knowledge: Daring Do (D12), Special Skill: Running (D12), Special Skill: Martial Arts (D20)

Quirks: Memememe!, Overconfident

Rainbow Dash, who could not abandon her friends for her own heart's desire, represents the spirit of Loyalty!

Twilight Sparkle

Unique

Body: D10

Mind: D20

Charm: D12

Stamina: 30

Talents: Telekinesis (D20), Keen Knowledge: Magic (D20), Stout Heart (D6), Stun Ray (D12), Forcefield (D12), Teleport (D12), Fly (D6), Creation (D12), Keen Knowledge: Organization (D20), Creative Flair: Teaching (D10), Keen Knowledge: History (D12), Keen Knowledge: Science (D12)

Quirks: Bossy

Princess of Friendship (Alicorn Power): Whenever anypony uses Tokens of Friendship in Twilight's presence, roll a D6 for each Token used. On a 4 or more, the Token is immediately returned to the pony who used it!

"When those elements are ignited by the spark that resides in the heart of us all, it creates the sixth element: the element of... Magic!"





Shining Armor

Unique

Body: D12 Mind: D10 Charm: D8 Stamina: 22

Talents: Forcefield (D20), Special Skill: Protection (D12), Telekinesis (D8)

Quirks: Emotional

"Are you crying?"

"Of course not, it's liquid pride, a totally different thing"

Royal Guard

Body: D8 Mind: D6 Charm: D6 Stamina: 14

Talents: Special Skill: Guarding (D8)

Quirks: Pick one

Special: When a Royal Guard fights alongside one or more Royal Guards, he or she may upgrade their Body and special skill: Guarding dice.

The Royal Guards of Canterlot take their work very seriously – no one gets past them without the proper permission! They can be any of the three main pony races: Unicorn, Pegasus, or Earth pony by giving them Telekinesis (D6), Fly (D6), or Stout Heart (D6) – just remember to upgrade his or her Body die to D10 and Stamina to 16 if he or she is an Earth pony!







Starlight Glimmer

Unique

Body: D8

Mind: D12

Charm: D6

Stamina: 20

Talents: Telekinesis (D12), Keen Knowledge: Magic (D12), Stun Ray (D12), Teleport (D12), Keen Knowledge: History (D10), Invisibility (D10), Forcefield (D8)

Quirks: Jealous

"Maybe I'll just force friendships by magically enslaving the entire population of Ponyville!... Kidding!"



Unique

Body: D6

Mind: D8

Charm: D12

Stamina: 14

Talents: Telekinesis (D8), Creative Flair: Acting (D12)

Quirks: Boastful

"Trixie is the highest level Unicorn!"





Earth pony

Body: D8

Mind: D6

Charm: D6

Stamina: 14

Talents: Stout Heart (D6), Pick one appropriate Cutie Mark talent

Quirks: Pick one

Earth ponies don't have wings or magic but they do have strong hearts and stout bodies. To create a typical Earth pony, choose a talent and quirk that best represent their personality. This is a quick and easy way to create most of the citizens that pony characters will meet from day to day.



Pegasus Pony

Body: D6

Mind: D6

Charm: D6

Stamina: 12

Talents: Fly (D6), Pick one appropriate Cutie Mark talent

Quirks: Pick one

Pegasi can fly high in the sky using their beautiful wings. To create a typical Pegasus, choose a talent and quirk that best represent their personality. This is a quick and easy way to create most of the citizens that pony characters will meet from day to day.



Unicorn Pony

Body: D6

Mind: D6

Charm: D6

Stamina: 12

Talents: Telekinesis (D6), Pick one appropriate Cutie Mark talent

Quirks: Pick one

Unicorns can all use telekinesis magic to move things with their minds through the power of their horns. To create a typical Unicorn pony, choose a talent and quirk that best represent their personality. This is a quick and easy way to create most of the citizens that pony characters will meet from day to day.



Wonderbolt

Body: D8

Mind: D6

Charm: D6

Stamina: 14

Talents: Fly (D10), Special Skill: Aerobatics (D8)

Quirks: Pick one

Special: When a Wonderbolt flies with one or more other Wonderbolts, he or she can upgrade his or her Fly and Special Skill: Aerobatics dice.

There are the best, then there are the best of the best! The Wonderbolts are the cream of Equestria's flying crop. These stats can be used for most Wonderbolts such as Soarin, Spitfire, Misty Fly, Rapidfire, Fleetfoot, and many more!





Zecora

Unique

Body: D12 Mind: D20+D6 Charm: D20 Stamina: 38

Talents: Healing Touch (D20), Creative Flair: Teaching (D10), Keen Knowledge: History (D20), Keen Knowledge: Plants (D20), Keen Knowledge: Potions (D20)

Quirks: Mysterious, Must speak in rhyme!

Zecora is a zebra; wise, powerful and kind,
She is a master of potions and speaks her mind.
Although she is scary to many ponies at first,
They soon find out she will not make them cursed.
Her speech is strange and it is always in rhyme,
But she is understood almost all of the time!



The Ponies Next Door

There are many ponies in Ponyville, Canterlot, and even further abroad, far too many to list here (though some favorites have been added). Below you will find a table that shows many of the ponies from *Friendship is Magic* and their Cutie Mark talent in *Tails of Equestria*. Using this table you can quickly make many characters from the show as typical ponies by choosing their Cutie Mark talents and quirks. Some of the ponies below have 'Young' in their quirk column; this means that their Mind and Body stats should be downgraded.

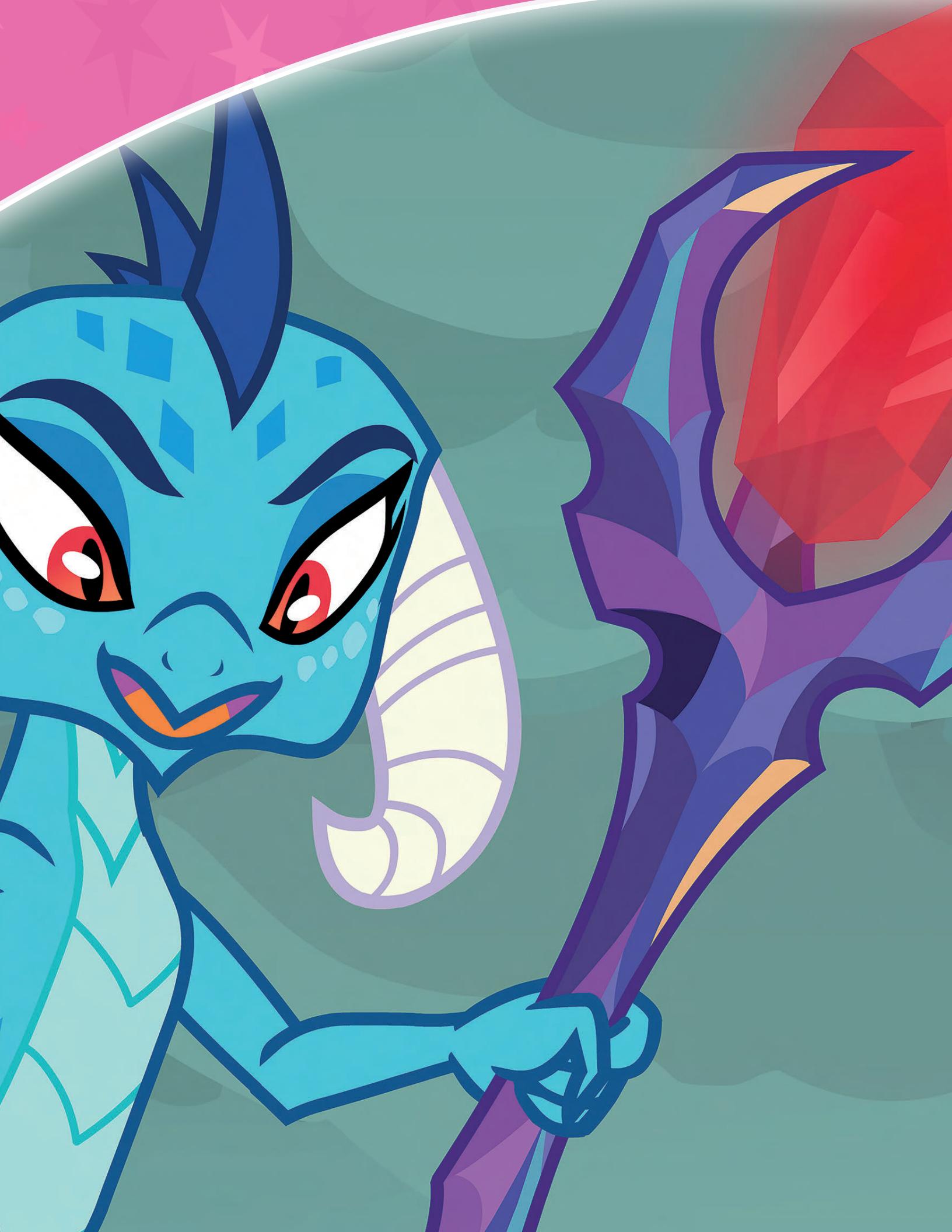
Name	Cutie Mark Talent	Quirk	Race
Aunt and Uncle Orange	Keen Knowledge: Oranges	Posh	Earth Pony
Bab Seed	Creative Flair: Mane Dressing	Young, Insecure	Earth Pony
Biff	Special Skill: Scuffling	Mean	Earth Pony
Blossomforth	Pony of all Trades	Clumsy	Pegasus
Braeburn	Special Skill: Lasso	Stubborn	Earth Pony
Carrot Cake	Creative Flair: Baking	Busy	Earth Pony
Cheerilee	Creative Flair: Teaching	Busy	Earth Pony
Cheese Sandwich	Creative Flair: Parties	Too Silly	Earth Pony
Coloratura	Creative Flair: Singing	Famous	Earth Pony
Cookie Crumbles	Creative Flair: Cooking	Clumsy	Unicorn
Coriander Cumin	Creative Flair: Cooking	Blunt	Unicorn
Cloudy Quartz	Keen Knowledge: Rock Farming	Too Serious	Earth Pony
Cup Cake	Creative Flair: Baking	Busy	Earth Pony
Diamond Tiara	Creative Flair: Leadership	Young, Bossy	Earth Pony
Fancy Pants	Keen Knowledge: Canterlot Society	Arrogant	Unicorn
Featherweight	Creative Flair: Journalism	Young	Pegasus
Filthy Rich	Keen Knowledge: Business	Oooohhh... Shiny!	Earth Pony
Flam	Keen Knowledge: Business	Oooohhh... Shiny!	Unicorn
Flim	Creative Flair: Fast Talking	Oooohhh... Shiny!	Unicorn
Fluer Dis Lee	Creative Flair: Modeling	Oooohhh... Shiny!	Unicorn
Gladmane	Creative Flair: Fast Talking	Oooohhh... Shiny!	Earth Pony
Ms Harshwhinny	Keen Knowledge: Judging	Too Serious	Earth Pony

Name	Cutie Mark Talent	Quirk	Race
Hondo Flanks	Worldly	Messy	Unicorn
Ma Hooffield	Keen Knowledge: Farming	Feud with McColts	Earth Pony
Hoops	Special Skill: Basketball	Blunt	Pegasus
Dr. Hooves	Keen Knowledge: Science	Neat Freak	Earth Pony
Igneous Rock	Keen Knowledge: Rock Farming	Too Serious	Earth Pony
Joe	Creative Flair: Baking	Overconfident	Unicorn
Lightning Dust	Special Skill: Aerobatics	Competitive	Pegasus
Big Daddy McColt	Keen Knowledge: Building	Feud with Hooffields	Earth Pony
Moon Dancer	Keen Knowledge: Magic	Shy	Unicorn
Night Light	Booksmart	Busy	Unicorn
Photo Finish	Creative Flair: Photography	Judgmental	Earth Pony
Miss Pommel	Keen Knowledge: Fashion	Meek	Earth Pony
Rainbow Blaze	Special Skill: Aerobatics	Busy	Pegasus
Rainbow Shine	Cloud Wrangling	Competitive	Pegasus
Rogue	Creative Flair: Intimidation	Mean	Earth Pony
Saffron Masala	Creative Flair: Cooking	Naive	Unicorn
Sassy Saddles	Keen Knowledge: Business	Bossy	Unicorn
Mr Shy	Keen Knowledge: Clouds	Pushover	Pegasus
Mrs Shy	Keen Knowledge: Gardening	Pushover	Pegasus
Snails	Creative Flair: Comedy	Young, Naive	Unicorn
Snips	Creative Flair: Comedy	Young, Naive	Unicorn
Sunburst	Keen Knowledge: Magic	Needs Glasses	Unicorn
Svengallop	Special Skill: Managing	Oooohhh... Shiny!	Earth Pony
Thunderlane	Cloud Wrangling	Forgetful	Pegasus
Tree Hugger	Keen Knowledge: Homeopathy	Too Mellow	Earth Pony
Twilight Velvet	Creative Flair: Writing	Busy	Unicorn
Withers	Special Skill: Stealing	Mean	Earth Pony

Chapter 4

New Talents and Quirks





New Talents

Acidic (creature only)

When a creature with this talent touches another creature, she must succeed on a Body test against the talent die value or lose 1 Stamina point. This talent can also be used to dissolve non-magical objects over a long period of time. The amount of time an item takes to dissolve is up to the GM but generally it should take at least a few minutes to dissolve anything smaller than the pony, and hours to dissolve anything larger. You cannot dissolve creatures with this talent.

A creature with this talent is immune to the effects of Acidic.

Booksmart

A creature with this talent is well read and knowledgeable and so gains an upgrade to his Mind die whenever he is relying on book knowledge. On the other hand, he has spent less time keeping up with other ponies so he downgrades his Mind die whenever he makes a Mind test that relies on intuition or empathy.

In addition, once per session you may roll your Booksmart die in addition to a Mind die when relying on intelligence, choosing any result.

Bulky

A creature with this talent is strong and muscled and so gains an upgrade to her Body die whenever she is trying to be strong. On the other hand, her muscles sometimes get in the way and so she downgrades her Body die whenever she makes a Body test that relies on speed.

In addition, once per session you may roll your Bulky die in addition to a Body die when being strong, choosing any result.





Burrow (Diamond Dogs only)

This talent allows the character to burrow through the earth. Tests and challenges involving digging use the die value of this talent (So a character with Burrow D10 would use D10 for such tests or challenges).

The higher the value of this talent the faster the character can burrow, and at D8 the character can burrow at the same speed as a running pony!

Consume (creature only)

A creature with this talent eats more than his fair share! You can eat an amount of material by choosing a target (such as the ground or an item) then rolling the Consume talent. The GM will decide the difficulty of the test depending upon how big the object is and what it is made of; some guidelines are below. If successful, you will eat the target in one massive bite, else you will only manage a small bite out of the item if anything. A bad luck roll chips a tooth and you take 1 Stamina damage! If you are attempting to consume an item held by somepony else, they can contest you by rolling their Body die. If they beat your Consume roll they are able to snatch the item away before it is eaten. After consuming, you gain 1 Stamina point up to your maximum.

The Consume talent is usually limited to a certain type of material, such as the vampire fruit bat's apple consumption; this is shown as Consume: Apples (D4). A creature with a Consume talent limited to a certain material may only use the talent to consume that type of material.

A creature with the Swarm talent can roll his swarm die in addition to his Consume die and choose the highest result.

Examples

Meal, a large apple	2
Clod of earth, three meals, bushel of apples	3
Coinpurse, teapot, some rope	4
Chair, barrel of apples	5
Ladder, a fully stocked pantry	6
A shed, carriage, Pony statue	7
A house, an apple orchard	8

Difficulty



Creation (Unicorns only)

If you dislike carrying heavy equipment, this may be the spell for you! A clever Unicorn can create all kinds of things with her magic. During a session you may create a small object an amount of times equal to your maximum die value. For example, if you had Creation (D8), you could create eight small objects per session (a small object is something around the size of a teapot). If you want to make something bigger, you may spend more uses of this power to create larger objects as shown below. A pony can never use more than half her maximum number of uses in one go. An object only exists for as long as a pony can concentrate on it.



Number of uses	Example size of object
1	Teapot, some rope, bowling ball
2	Chair, set of clothes, basket
4	Seesaw, cart, door
6	Shed, carriage, pony statue
8	House, grand stage, party
10	Castle, Dragon cage, enough balloons to satisfy Pinky Pie

Duplicate

This creature can duplicate itself at will. The maximum number of creatures that can be sustained at one time is dependent on the chart below.

A duplicated creature has the same stats and talents as the original creature, though Stamina is shared between all of the duplicates. If one creature suffers Stamina damage, all its duplicates suffer the same amount of Stamina damage.

If a creature has the Swarm talent, it can instead use the duplicate talent to increase its swarm talent. Make a duplicate test with a difficulty equal to its current swarm value. If successful, the creature's swarm value upgrades by one die step (the creature will gain two Stamina as part of this upgrade).

Number of creatures	Duplicate talent
A few (2-3)	D4
Some (4-7)	D6
Lots (8-15)	D8
Loads (16-31)	D10
Uh oh (32-63)	D12
Infinite!	D20

Engulf (creature only)

A creature with this talent can fully engulf any roughly pony-sized creature. When a creature touches you it must make a Body Challenge against your talent die. If the creature fails it is pulled inside (and suffers the effect of Acidic if you have the talent every time he makes a test or challenge until he escapes). The engulfed creature can repeat the Body Challenge to try and escape, or another creature on the outside can attempt the Body Challenge to try and pull the engulfed creature out. You cannot engulf more than one creature at a time, though any helpers trying to pull an engulfed creature out still suffer the effects of Acidic if you have the talent.

Fire Breath (Dragons only)

A creature with this talent can create fire and unleash it through her mouth. This fire can be used for many purposes, such as cooking or melting ice, but most Dragons use it to scare ponies! When using this talent you may make a challenge against all close by targets versus their Body traits. The targets lose an amount of Stamina equal to the amount that the fire breath roll beat the target's roll.

Fire Control (Unicorn only)

This talent allows you to use your telekinesis to control flames. At D4 you are able to extinguish camp fires and torches or make them bigger. At D20 you would be able to extinguish a whole forest fire! When you are controlling a fire it turns into the same color as your other magical effects so it is clear that it is being magically controlled. Any creature that tries to pass through your flames loses 1 Stamina point.

You can only control flames with this talent; you cannot create them, though you can extinguish them.

Friendship Thief (creature only)

A creature with this talent feeds off the disharmony of friendships breaking apart and being tested. When a Friendship token is spent in your presence you may test this talent (Difficulty 4) to attempt to cancel the effect. In addition when a Friendship token is lost in your presence, a second Friendship token is immediately lost.

Insubstantial (creature only)

You are not as solid as normal ponies; perhaps you are a jelly-like substance or at higher levels even ghostly and can pass through walls and solid surfaces as if they weren't there. If you would take Stamina damage from a physical source you may roll this talent and reduce the damage by the result of the die to a minimum of 0.

In addition, if you would deal Stamina damage to somepony else as the result of a scuffle, you must roll this talent and reduce the damage by the result of the die to a minimum of 0.

See below for how insubstantial somepony is if he has this talent.

Die Value	Description	Effect
D4	Gelatinous	Can squeeze through small holes
D6	Viscous	Can squeeze through grating
D8	Liquid	Can pass through even the smallest holes
D10	Gaseous	Can move through anything that isn't airtight
D12	Ghostly	Can float through solid walls
D20	Shadow/light	Cannot be held by anything except magical barriers



Invisibility (Unicorns only)

When using this talent you may make a challenge against every target that could otherwise see you, using your Invisibility talent against their Mind trait. Anypony that beats your roll sees through your spell and can still see you.

You can move while invisible, but may not take any other action or use any talents. Invisibility does not make you any quieter!

If you were out of sight of any baddies when you use this talent you can upgrade your die talent when you use it. You may turn one additional target invisible by downgrading your Invisibility die; this can be done multiple times but your talent cannot be reduced below D4.

Starlight Glimmer wants to turn herself and Trixie invisible when escaping some Changelings. As Starlight's invisibility value is D10 and the Changelings are out of sight she would roll a D12. The addition of Trixie means that she rolls a D10 instead. She rolls a 7 which should be fairly difficult for the Changelings to beat with their Mind of D6.

Magic Resistance (Earth pony only)

You can choose to roll this talent whenever a magical talent or spell is used against you. If you roll higher than the result of the magical roll you ignore all of the effects of the magic. If you roll double the magic test then the pony that used the spell must treat her magical spell as if it had been cast against herself!

Message (Unicorns only)

A creature with this talent can send messages in a magical way. During a game session you have a number of message points equal to the maximum value of this talent – for example, if you had message (D8) you would get 8 message points. When you choose the message talent, you must also pick the method you can send messages: by scroll, mentally, or by dream.

Scroll: You can teleport written text to somepony you know by spending a message point, however far away he is. In addition, if somepony writes some text he wants to send to you, you will feel it in your stomach and may spend a message point to receive it.

Mental: You may spend a message point to start a silent conversation with somepony you can see. The conversation can only be heard by you and the subject of your conversation but you can include somepony else by spending another message point.

Dream: You may spend a message point to enter the dream of a pony that you can see, or 2 points to enter the dream of anypony that you know. The target pony must be asleep. When you enter a pony's dream you may talk to him or her and both you and the target may change the dreamscape however you wish, creating images and sounds at will. If the target wants to stop dreaming or if a pony wants to be the only pony to control the dreamscape, he or she must roll a Mind challenge against each other. A pony with the Message: Dream talent may roll his message die in addition to his Mind die and choose the highest result. The winner of the challenge controls the dream, though the pony that used the talent may always end the dream.

Morph (Changeling only)

You can choose anypony you can see and gain all of the talents of the target that has a lower die value than this talent. If the target has talents that are an equal or higher die value than this talent, you gain all of those talents at a die value one step below the Morph talent. You also gain the visual appearance of the target.

In addition to gaining talents, you lose all of your talents other than Morph.

Multi-headed (creatures only)

A creature with this talent has more than one head! With this talent you may roll a number of dice for any check equal to half the maximum die value of this talent. You may use the highest result as your result unless any of the dice rolled a 1, in which case you use that result instead. This talent may not be used with any talent that adds dice to a check such as special skill or stout heart.

For example, a Chimera rolling a Body test may choose to use its Multi-headed talent to help it out. Since the Chimera has Body: D8 and multi-headed: D6, it may roll 3 D8s and choose the highest. If it were to roll a one on any of these dice it would use that result and therefore suffer bad luck.

Nimble

A creature with this talent is quick and dexterous and so gains an upgrade to her Body die whenever she is trying to be speedy. On the other hand, she has not spent as much time gaining muscle and so she downgrades her Body die whenever she makes a Body test that relies on brute strength.

In addition, once per session, you may roll your Nimble die in addition to a Body die when being speedy, choosing any result.



Pet

A creature with this talent has a furry, scaled, or feathered companion! Choose a pet, either one of the following pets or something similar: dog, cat, bird, lizard, fish, frog, bat, or mouse. Your pet has D4 in each of its attributes, a Stamina of 8, and a talent at D4. The possible talents are in the table below.

Special Skill: Scuffling (D4)
Special Skill: Sneaking (D4)
Special Skill: Tracking (D4)
Special Skill: Running (D4)
Special Skill: Swimming (D4)

Teeny Tiny (D4)
Fly (D4)
Thick Hide (D4)
Spider Climb (D4)
Poison Spray (D4)

You then need to give a name to your new friend!

As you upgrade the Pet talent, you may upgrade one die for your pet, Body, Mind, Charm, or its talent. Remember that if you upgrade its Body or Mind attributes that your pet will gain 2 Stamina.

Finally, it is important to remember that you are not playing as your pet and although you may be able to speak to them if you have the Speak With Animals talent (see page 68 of the *Tails of Equestria* rulebook) they may not always do what you ask, especially if you are asking them to do something dangerous! It is up to the GM how helpful your animal companion is, and how intelligently they handle instruction.

Poison Spray (creature only)

You can use your Body trait to try to spray a target with snot. If a PC is hit by this, he must succeed on a Body challenge versus your Poison Spray die or become ill; anypony who is ill gets sick and turns bright green! Until he has a chance to rest and take some medicine, the affected pony's trait rolls are downgraded. The poison has no effect on a pony that is currently ill.

Princess (Alicorns only)

Princesses are powerful beings in Equestria, able to change the fate of the world by simply existing. When a Friendship token is spent in your presence you may test this talent (Difficulty 4) to attempt to allow the effect to take place without having to spend the Token of Friendship.

Rebirth

When you reach 0 Stamina you may roll this talent and gain Stamina equal to the roll. You can only use this ability once per game session.

Shock! (Pegasus only)

With this talent you can create electricity at will. Perhaps it's a natural ability, or perhaps it is your Pegasi control over localized weather to create thunderclouds and zap your foes.

When using this talent you may make a challenge against one target that is close by versus the target's Body trait. The target loses an amount of Stamina equal to the amount that the Shock! roll beats the target's roll. The target takes one extra Stamina damage if he was touching any metal (even if he won the challenge).

A creature with the Swarm talent can roll his Swarm die in addition to his Shock! die and choose the highest result.



Spider Climb (creature only)

A creature with this talent can climb up walls with ease! You may roll your spider climb die in addition to any other dice when making a roll to remain unseen or try to hold onto an object.

Swarm (Teeny Tiny)

A group of teeny tiny creatures working together gains this talent depending on the swarm size below; the values are approximate and should only be used to estimate how many there might be.

The creatures are treated as one character and gain the following benefits.

- A swarm can use its Swarm talent to make Body tests.
- A swarm gains Stamina equal to its Swarm die (so a Swarm (D8) talent gives 8 extra Stamina)
- When a Swarm loses its last point of Stamina it instead downgrades its Swarm talent and gains Stamina equal to its new value (so a Swarm (D8) talent swarm dropped to 0 Stamina would become a Swarm (D6) talent swarm and gain 6 Stamina). If a swarm has a D4 talent die when it loses its last point of Stamina, it is defeated.
- When a swarm loses Stamina due to an effect that affects more than one creature (such as Fire Breath!) it loses an additional amount of Stamina equal to its Swarm talent roll.

Number of creatures

A few (2-3)
Some (4-7)
Lots (8-15)
Loads (16-31)
Uh oh (32-63)
Too many! (64+)

Swarm talent

D4
D6
D8
D10
D12

Split the swarm into two swarms of about equal size.



Talons (Griffons only)

A Griffon's talons are strong and sharp, allowing you to strike foes and snatch objects with ease. A griffon may roll his Talon die in addition to any other dice when making a scuffle roll. The Griffon may also roll his Talon die in addition to any other dice on checks to steal or hold on to an object.

Teeny Tiny (creature only)

A teeny tiny creature is very small and can use that to its advantage. Whenever you would take damage from a physical source, you can roll this talent, and if you roll higher than the damage taken you take no damage altogether. When a lot of creatures with the Teeny Tiny talent are together, they can work as one. When they do so they lose the Teeny Tiny talent and are treated as one creature with the Swarm talent.

Teeny Tiny creatures do not have a Body score, and automatically roll a 1 on any Body test they make.

Thick Hide

A creature with this talent has strong skin or tough scales and as such is better protected from damage. When you take damage from a physical source, you take less damage depending on your die value in this talent as shown in the table below, to a minimum of 1. If you have a die value of D20 in this talent, you may reduce damage by 6 to a minimum of 0. You are really tough!

Thick Hide cannot be used with other items or talents that reduce damage.

Talent value	Damage reduction
D4	2
D6	3
D8	4
D10	5
D12	6
D20	6, damage can be reduced to 0

Tremor Sense (Earth pony only)

The Tremor Sense talent is used when actively searching for something, or somepony, by detecting subtle vibrations in the ground or some other substance chosen when you pick this talent. If the target is trying to stay quiet and unnoticed, she may roll her Body die against your Tremor Sense die. A success allows the target to stay unnoticed... for now.

You may take this talent more than once, but must choose a different substance each time you do.

Possible tremor sense substances: rock, metal, web, water, wood.

Truesight (creature only)

Somepony with this talent can see in complete darkness and automatically succeeds at tests to see invisible creatures who have an Invisibility talent die equal or lower than your Truesight talent die, e.g. a creature with Truesight (D6) always succeeds against a creature using Invisibility (D6), but against a creature with Invisibility (D8) she would have to roll as normal.

Water Control (Unicorn only)

This talent allows you to use your telekinesis to control and freeze water. At D4 you can freeze a cup of water or make it dance, and at D20 you could part entire lakes and freeze rivers. This talent can be extremely useful for those ponies that want to go on underwater adventures!

You can only control water with this talent; you cannot create or destroy it.

Web Sling (creature only)

This talent allows you to link two points, build a full web, or capture an enemy creature. A creature being targeted by web sling must make a Body Challenge against the talent dice or become immobile. An immobile creature can repeat the Body Challenge by spending a Friendship token, unless he is unconscious or has a creature help him, by making a Body Challenge against the web sling talent.

Worldly

A creature with this talent is well traveled and wise and so gains an upgrade to her Mind die whenever she is relying on experience. On the other hand, she has found less time for reading and study so she downgrades her Mind die whenever she makes a Mind test that relies on knowledge or study.

In addition, once per session you may roll your Wordly die in addition to a Mind die when relying on experience, choosing any result.



New Quirks

Animal

A creature with the animal quirk is just that, an animal. This means it cannot speak with ponies (unless that pony has the Speak With Animals talent) and can only think in simple animal ways, though it can still be quite cunning!

You do not gain Tokens of Friendship for this quirk.

Changeling (Changelings only)

Changelings are able to do anything they set their minds to, but are unable to do anything perfectly. As such, a pony with this quirk starts with D4 in all of his traits (although he still upgrades his Body die from the Stout Heart trait).

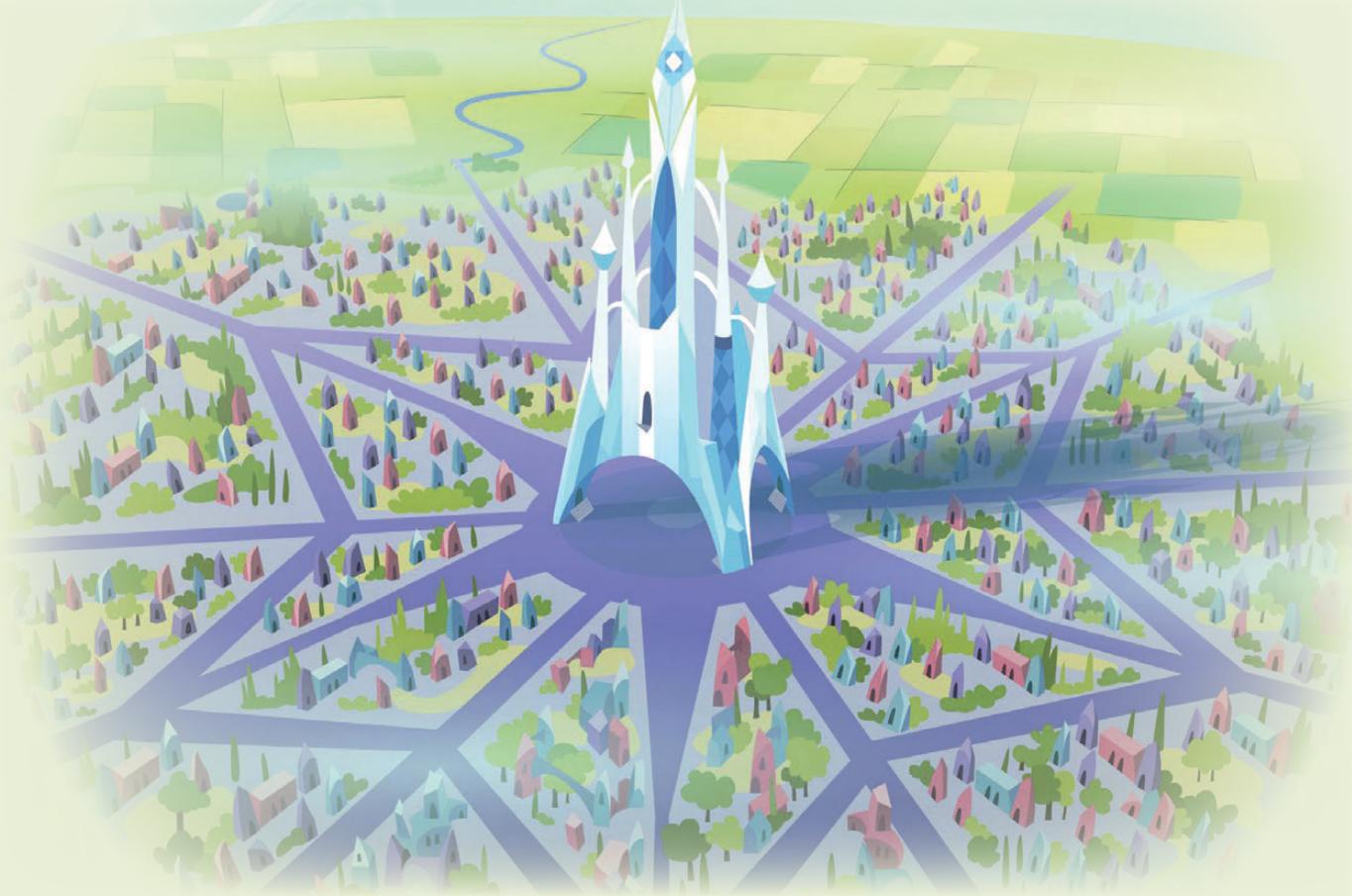
You do not gain Tokens of Friendship for this quirk.

Crystal Heart (Crystal Pony only)

A pony with this talent uses her Charm trait instead of her Mind trait when determining her Stamina value. For example, a crystal pony with D6 in Body and D10 in Charm would have 16 Stamina points regardless of her Mind value.

You do not gain Tokens of Friendship for this quirk.





Dragon Greed (Dragons only)

Dragons have a unique condition known as Dragon Greed; when they give in to greed, they grow in size but become even more greedy! If the Dragon acts greedily he gains an upgrade to their Body stat (so a D6 would become a D8) but he also gains the Oooohhh... Shiny! quirk and downgrades his Mind die.

If a Dragon that is already under the effects of Dragon Greed acts even greedier, he will upgrade his Body die again and downgrade his Mind die once more. If his Mind or Charm die are at D4 then he cannot grow any bigger!

Reversing the effects of Dragon Greed requires showing the Dragon the power of friendship. The Dragon must want to reverse the effects and another pony must spend a Token of Friendship. The Dragon loses the Body upgrades as well as the Mind and Charm downgrades.

You do not gain Tokens of Friendship for this quirk.

Unliving

A creature with this quirk is a golem, a robot, or some other animate but unliving thing. This means that it does not feel pain or think about self preservation in the same way as living creatures do.

You do not gain Tokens of Friendship for this quirk.

Weakness

A weakness is something that physically hurts you when it is in contact. The Weakness quirk has a die value associated with it. When you are affected by your Weakness, you take Stamina damage equal to the die value of the Weakness.

You do not gain Tokens of Friendship for this quirk.

Chapter 5

New Player Races





New player races

In this bestiary there are dozens of new creatures from all over Equestria, and even some underneath! Some of these creatures are beastly, some are unique characters, and some are races that players may want to play as instead of the original three pony races. Below we will take you through the process of making a character, whatever their race may be!

CREATING A CHARACTER

Choose starting traits

Every character starts with a D6 in Charm and a D6 in either Body or Mind, and a D4 in the remaining stat.

Choose a race and gain talents

Choosing a race will determine what talents your character starts with and which will be available to him or her throughout the game. There are many different races that players can choose to play throughout Equestria, each with their strengths and weaknesses as described on pages 114–119. Cutie mark talents are only available to pony races, which gives these characters a little more flexibility at level one.

Your character will start with some talents and quirks. For most of these your character will not have a choice, but for a few exceptions, choose one quirk and choose one Cutie Mark talent. A character with these quirks/talents can choose any quirk or talent that he or she meets the requirements for. Remember that although you must take the quirks listed you may also take more quirks if you choose.

Level

Most pony adventures start at level one, in which case you write a 1 in the level box in the top left box on your pony sheet. If a GM decides they would like to start at a higher level, check out the box below.

Higher level adventures

Sometimes a pony will start at a higher level, such as when creating a pony character for a high level group or if the GM wants to run a harder adventure right from the start! In these cases you make a level 1 pony character and for each level beyond one you can do the following:

- Increase a trait by one die step (and increase Stamina by two if you chose Mind or Body to upgrade).
- Upgrade up to two talents.
- Upgrade a third talent or learn a new talent at a die value of D4.





Creatures of the Skies



PEGASUS

Talents: Fly (D6), Choose one Cutie Mark talent (D6)

Quirks: Choose one

Pegasi are the winged cousins of Earth ponies and Unicorns, known for their aerial acrobatics and amazing agility. Originally a tribe of warrior ponies, the Pegasi are a great and noble race of ponies, now tasked with maintaining the weather of Equestria. Using their wings and their innate abilities, they can move clouds and create winds, which is how they have created Cloudsdale. Cloudsdale is the awesome home of many Pegasi high up in the sky. It's where they keep much of the machinery required to make snow and clouds.

Many Pegasi love sports and they have invented several that only Pegasi can compete in due to their flying abilities. This has earned Pegasi the reputation of being the most competitive of the pony races. But every Pegasus knows deep down that no competition is worth more than friends, and of course many Pegasi enjoy flying at a far more leisurely pace. Pegasus characters can often find themselves helping their friends from above—their ability to fly can be very useful in lots of adventures, whether scouting for trouble or racing against the clock! They are very good at acting quickly, warning their friends of trouble, and when needed, diving into a fray from above!

A Pegasus can be a fast friend, and they are often willing to throw themselves into the defense of their buddies. Earth Ponies and Unicorns sometimes see Pegasi as a little rash, a little too eager to jump to action without thinking—which can cause problems if they do not understand all the facts!

Pegasus ponies bring the power of flight to a group of adventurers as well as their Cutie Mark talent, which makes them the most versatile of the flying races.

Fly (D6)

This talent allows the pony to fly. Tests and challenges involving flight use the die value of this talent (so a pony with Fly D8 would use a D8 for such tests or challenges).

The better this talent gets, the faster and more maneuverable the flier is. The GM sets the Difficulty of tests that involve flying speed or skill, and challenges are made using the Fly talent of the opposing characters. For example, a flying race against Fluttershy could be a Fly challenge against a D6, while racing against Rainbow Dash or one of the Wonderbolts would be a Fly challenge against a D20.





DRAGON

Talents: Fly (D6), Fire Breath (D6)

Quirks: Dragon Greed

The Dragon has one of the largest range of sizes for a species of Equestria, ranging from around pony sized to the absolutely gigantic. A Dragon's size and maturity is said to be related to their greediness, leading to some of the most terrifying and gigantic of Dragons having huge hoards of gold and gems, which are among a Dragon's favorite snacks. Dragons have scaled skin, leathery wings, and sharp teeth jutting from mouths that can breathe fire! This makes Dragons a tough and fearsome foe or an indispensable ally.

Dragon society is generally not as forgiving as pony societies as the largest and greediest Dragons have for centuries ruled over smaller Dragons, but since the ascension of Dragonlord Ember, Dragon and pony relations have been improving.

A Dragon's fire breath can be very helpful to a group, from lighting forgotten halls to scaring off Timberwolves.

Fire Breath

A creature with this talent can create fire and unleash it through her mouth. This fire can be used for many purposes, such as cooking or melting ice, but most Dragons use it to scare ponies! When using this talent you may make a challenge against all close by targets versus their Body traits. The targets lose an amount of Stamina equal to the amount that the Fire Breath roll beat the target's roll.



GRIFFON

Talents: Fly (D6), Talons (D6)

Quirks: Choose one

The Griffons are a tall and intimidating race. Generally a little taller and broader than the average pony, their front half resembles an eagle with the talons and wings of such, whereas the back half is clearly that of a lion, making them a predator of both the skies and land.

Griiffs have a reputation: selfish, greedy, and even cruel. Although this may be well earned in some respects (as Griffon culture encourages Griffons to think of themselves first and always make sure that they get before they give), Griffons also have a great capacity for kindness and can, like almost any creature in Equestria, learn the ways of friendship and harmony.

Most Griffons live in Griffonstone, a once-majestic city far to the east of Equestria. Although Griffonstone has seen better days, all Griffons feel a connection with their hometown.

Apart from flight, Griffons also bring their ferocious talons to a team, making them quite the force to be reckoned with.

Talons

A Griffon's talons are strong and sharp, allowing you to strike foes and snatch objects with ease. A Griffon may roll his or her Talon die in addition to any other dice when making a Scuffle roll. The Griffon may also roll his or her Talon die in addition to any other dice on checks to steal or hold onto an object.

Creatures of the Earth



EARTH PONY

Talents: Stout Heart (D6), Choose one Cutie Mark talent (D6)

Quirks: Choose one

Earth ponies are known for their strength and for being 'down to earth.' They grow most of the food eaten in Equestria. Connected to nature and in tune with the land, Earth ponies are a vital part of maintaining the order of the seasons. From ensuring the leaves fall to wrapping up winter, they work tirelessly to help keep Equestria in harmony. Many Earth ponies live in farms and rural communities, though that is not to say that they shy away from large cities like Manehattan and Fillyadelphia. In fact, wherever you look in Equestria you will often find Earth ponies living there, since their great endurance means they can thrive in what other ponies might call barren wastelands!

An Earth pony's stout heart allows him or her to withstand great hardship without slowing down, and means that he or she has a lot of love to give friends. Earth pony characters are often the backbone of a group of ponies, being a rock that other ponies can lean on. Although sometimes they can be seen as a little 'rough around the edges,' Pegasi and Unicorns agree that Earth ponies are some of the most dependable friends you can ask for.

Earth ponies are a good solid foundation to build an adventuring party from; their stout heart means they can contribute to any physical task and their Cutie Mark talent gives them great versatility.

Stout Heart (D6)

Earth pony characters start with a free additional talent: **Stout Heart (D6)**. This talent upgrades a pony's Body trait, making it stronger and tougher.

As a starting character, if you choose to have a Body of D6, that trait is increased to **Body D8**.

If instead you choose to have a Body of D4, the trait is increased to **Body D6**.

In addition, an Earth pony starts the game with **Stamina 12** (instead of Stamina 10 that other kinds of ponies start with).

Also, the Stout Heart (D6) talent means that once per game session, you can ask the GM whether you can add an extra D6 to a test that uses your Body trait. This represents your pony pushing himself or herself harder without losing heart—which makes Earth ponies very tough and good at overcoming difficulties.



BUFFALO

Talents: Special Skill: Stampede (D6), Thick Hide (D4)

Quirks: Choose one

The Buffalo of Equestria are a proud and noble race that value their traditions and customs very highly. It is often said that the only thing prouder than a Buffalo is a herd of Buffalo.

Many herds of Buffalo dislike how their ancestral stampeding grounds are being disrupted by the development of pony frontier towns that are spreading from the north. Some Buffalo believe that they can learn to live with the ponies and reach an accord whereas other Buffalo just wish the ponies would leave their land.

Almost all Buffalo live to the north of the Macintosh Hills in their stampeding grounds where they like to travel across the plains in their great herds. The nomad lifestyle is perfect for the Buffalo who, with their thick skin and dense fur, can ignore all but the harshest of weather.

Taking down a Buffalo is practically impossible. With their thick hide they can stand up to almost any punishment, making them perfect for the front lines of any dangerous endeavor.

Thick Hide

A creature with this talent has strong skin or tough scales and as such is better protected from damage. When you take damage from a physical source you take less damage depending on your die value in this talent, as shown in the table below, to a minimum of 1. If you have a die value of D20 in this talent, you may reduce damage by 6 to a minimum of 0. You are really tough!

Thick Hide cannot be used with other items or talents that reduce damage.

Talent value	Damage reduction
D4	2
D6	3
D8	4
D10	5
D12	6
D20	6, damage can be reduced to 0



DIAMOND DOG

Talents: Burrow: (D6), Special Skill: Tracking (D6)

Quirks: Choose one

The Diamond Dogs are a strange race, as happy below the earth as they are above it due to their ability to dig through the ground like a Tatzlwurm. The Diamond Dog is generally taller than a pony mostly because he prefers to stand upright; perhaps this is because that lets him carry more gems in his long arms.

Diamond Dogs are named Diamond Dogs for a reason: most absolutely love gems and spend much of their time and energy searching for more gems! The second thing that ties most Diamond Dogs together is their... well, they aren't usually very bright. Of course there are exceptions, but most often Diamond Dogs are easy to fool and find it difficult to think their way out of a situation.

A Diamond Dog's burrowing ability gives him an entirely new dimension to travel in, letting him get to places even Pegasi can't reach.

Burrow

This talent allows the character to burrow through the earth. Tests and challenges involving digging use the die value of this talent (So a character with Burrow D10 would use D10 for such tests or challenges).

The higher the value of this talent, the faster the character can burrow. At D8 the character can burrow at the same speed as a running pony!

Creatures of Magic



UNICORN

Talents: Telekinesis (D6), Choose one Cutie Mark talent (D6)

Quirks: Choose one

Mysterious and magical, Unicorns are easily distinguished from the other ponies of Equestria by the beautiful horn on their forehead. Although the horn can be used like an ordinary horn, its main use is the powerful magic that Unicorns are famous for. Most Unicorns can use telekinesis, the ability to move objects with their minds, and some others can teleport, change objects into other objects, and blast powerful stun beams from their horns!

Very rarely, Unicorns earn a cutie mark that shows that their special talent is magic itself. While most Unicorns only know a little magic in relation to their cutie mark, these Unicorns know lots of magic and can become some of the most powerful magical creatures in all of Equestria.

Many Unicorns are very proud of their heritage, and are often seen as noble and majestic—or a little bit arrogant, depending on who you ask! Unicorns use their magic to protect the citizens of Equestria, aid in their arts, and solve any problems that aren't solvable by mundane means.

Unicorn characters are very useful in a group of adventuring ponies, able to use their wits and magic to help with the trickiest of puzzles and problems. Many traveling Unicorn ponies focus on one of their magical abilities, but some learn many spells so that they can help their friends with any situation!

Unicorn ponies have access to a huge array of magical talents, allowing them to achieve things that no pony else could ever try!

Telekinesis (D6)

This talent allows you to move objects using magic. The better this talent gets, the heavier the objects that you can lift and move around.

The GM sets a Difficulty based on how heavy the object you want to lift is. For example, lifting a bunch of keys off a hook and floating them to your prison cell could be Difficulty 3, but if you want to float a key while looking through a keyhole, and then insert the key into the lock and turn it from the other side of a door, that could be a 5 or a 6. Moving a single pony slowly through the air would be a Difficulty 7 test, while doing the same with a group of six ponies would be Difficulty 13 or even more. Only the most powerful ponies can attempt such a feat.

This talent can also be used by the Unicorn to simply generate light from his or her horn, without moving any object. At D6, the light is the same as a lantern, but at higher levels it becomes brighter and the GM can let you use it to try to temporarily daze some creatures, especially those not used to strong lights.



CHANGELING

Talents: Fly (D4), Telekinesis (D4), Stout Heart (D4), Morph (D6)

Quirks: Changeling

The Changelings are an interesting breed; born hungry for love and unable to sate that hunger through theft, they were the villains of Equestria.

Truly, a hungry Changeling is a terrifying and dark creature, all sharp edges and wasting away. A Changeling that has shared its love may, however, metamorphose into something far more beautiful. A changed Changeling, if you will, is a colorful and wondrous sight, and I'm sure that relations with the Changelings will only get better as time goes on.

Changelings may not be the best at anything but they are good at everything. This, along with their Morph power, makes Changelings very powerful, and very useful as a pony of all trades for an adventuring party.

Morph

You can choose anypony you can see and gain all of the talents of the target that has a lower die value than this talent. If the target has talents that are an equal or higher die value than this talent, you gain all of those talents at a die value one step below the Morph talent. You also gain the visual appearance of the target.

In addition to gaining talents, you lose all of your talents other than Morph.



CRYSTAL PONY

Talents: Choose Fly (D6), Stout Heart (D6) or Telekinesis (D6), choose one Cutie Mark talent (D6)

Quirks: Crystal Heart, Choose one

The first thing you notice about Crystal Ponies is that they have been named appropriately due to their crystal coats and manes that sparkle in the light with a glorious magic. Crystal Ponies are very in tune with their emotions, and grow weaker and dimmer when they are sad or afraid.

The Crystal Ponies are an ancient race of ponies that have recently come out of a thousand year disappearance due to a curse laid upon them by the malicious King Sombra. Fortunately with the protection of the crystal heart, a legendary artifact of protective quality, the Crystal Ponies are once more safe.

There are three types of Crystal Pony, much like the three types in the main rulebook. If you choose Fly (D6), you can pick talents as a Pegasus; if you pick Telekinesis (D6), you can pick talents as a Unicorn; if you pick Stout Heart (D6), you can pick talents as an Earth pony.

The Crystal Ponies' Crystal Heart quirk makes them very good at being the smiling face of the group, perfect for using words and charm to solve their problems rather than might!

Crystal Heart

A pony with this talent may use his or her Charm trait instead of his or her Mind trait when determining Stamina value. For example, a Crystal Pony with D6 in Body and D10 in Charm would have 16 Stamina points regardless of her Mind value.

You do not gain Tokens of Friendship for this quirk.

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